

COMPLETE
A-Z OF CHEATS



09



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Volume Nine

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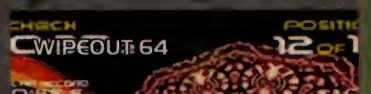
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64 SOLUTIONS

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06

ZELDA 64

Join a young Link as he battles through his first N64 adventure. Already one of the best selling N64 games of all time, this solution will get you through.

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TUROK 2

The concluding part of our massive Turok 2 solution. Take the plucky indian through the last four levels and onwards to victory.

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BODY HARVEST

The second part of the complete solution to Gremlin's alien invasion saga. Look out for the final part in volume 10 of 64 SOLUTIONS.

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STUCK ON 64

Stuck on an N64 game? Then let us solve it for you. Send your letters to: Q&A, 64 Solutions, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS. All letters are read.

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THE COMPLETE

A-Z OF CHEATS

The complete A-Z of Nintendo 64 cheats - fully updated and including...

AEROGAUGE
AEROFIGHTER ASSAULT
AIRBOARDER
AUTOMOBILI
LAMBORGHINI
BANJO-KAZOOIE
BIO FREAKS

BUCK BUMBLE
BUST-A-MOVE 2
DIDDY KONG RACING
DOOM 64
DUKE NUKEM 64
EXTREME G
F-1 WORLD GRAND PRIX
F-ZERO X
FIFA ROAD TO WORLD
CUP '98

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Part one of the complete guide starts right here. You can rely on 64 Solutions!

REGULARS

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Q&A

All your gaming problems solved by the experts (if you write in of course).

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SPECIAL OFFERS

Save a fortune on the latest tips books with these great new offers.

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ZELDA

S INSIDE



A 64

FIGHTERS DESTINY
FORSAKEN
GOLDENEYE
IGGY'S WRECKIN'
BALLS
MACE
MISSION IMPOSSIBLE
MORTAL KOMBAT 4
NBA
ROBOTRON 64

SHADOWS OF THE
EMPIRE
SNOWBOARD
KIDS
TUROK DINOSAUR
HUNTER
TOP GEAR RALLY
WAVE RACE 64
WETRIX
YOSHI'S STORY

WELCOME TO THE N64'S BEST TIPS MAGAZINE!

Well it's here at last! Zelda 64, the greatest N64 game and Nintendo couldn't even make enough carts to satisfy the demand in the UK.

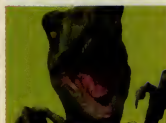
Surely someone at the Big N must have realised that with the Japanese version selling 250,000 copies in two days, and the American game taking only a month to sell a million, the UK would probably need more than the 150,000 copies which were ear-marked for the Xmas launch.

We have had numerous complaints from shops stating that only a tiny number of Zelda 64 carts had actually arrived, and it seems that many of our readers will have been disappointed this Christmas. The good news is that by the time you get your copy of Zelda 64, you will be able to use our invaluable guide to help you through the early stages. At least there's someone you can rely on!



WHO'S WHO!

A few words from the scurvy dogs who brought you this mighty tome!



Damian "Gannon" Butt: Managing Editor

Zelda 64 is a must purchase, worth buying an N64 for blah, blah, blah, but surely Nintendo has missed a major chance to turn its fortunes around.

Favourite Game: Goldeneye **Email:** gecko@paragon.co.uk



Russell "Link" Murray: Gamebuster

The Zelda 64 solution was a joint effort between the chin-gloved one and 64 MAGAZINE's Roy Kimber. It took absolutely ages, but boy was it worth it.

Favourite Game: Zelda 64 **Email:** 64sol@paragon.co.uk



Lisa "Zelda" Johnson: Designer

Lisa still has not been touched by the majesty of Zelda 64, but with the music continually blaring out in the office, it won't be long before she's one of us...

Favourite Game: Banjo **Email:** lisam@paragon.co.uk

Special thanks to: Lou Wells, Paul Ridley, Roy Kimber, Andy McDermott, Joypad (01202 311611) for supplying some of the games, Nintendo, THE Games and Gremlin.

KNOW YOUR PAD WELL!

Here's a quick look at your cheating stick!

1. UP, DOWN, LEFT, RIGHT
2. L
3. R
4. C LEFT
5. C UP
6. C RIGHT
7. C DOWN
8. Z BUTTON
9. A BUTTON
10. B BUTTON
11. ANALOGUE PAD





ZELDA 64

It's the greatest adventure game of all time and the adventure starts right here. Not with a bang, but with a helpful fairy and a large talking tree...

LEVEL 1

KOKIRI FOREST

The spirit of the mighty Deku Tree watches over the deep forest of the realm of Hyrule where the Kokiri elves live. Every member of the Kokiri has their own fairy to watch over them, every one that is except for one small boy called Link. Then one day the wise old Deku Tree sends Navi the fairy to seek out the boy without a fairy with the ominous message that the fate of the very world might depend upon him. The Legend of Zelda: The Ocarina of Time begins.

Navi the fairy finds Link in restless slumber inside his house. After a bit (he's obviously a heavy sleeper) he finally awakens to the news that Navi is his fairy and that he's been summoned by the Deku Tree.

When you get control of Link, exit his house and climb down the ladder to meet Saria, Link's friend, who tells you to go to the Deku Tree. Go right to find Saria's house inside of which you find four recovery hearts. You don't actually need these yet, so exit the house and climb up the sloping ramp around Saria's house, then pass across two wooden bridges to come to a new fairy who explains how to get a first person viewpoint.

SMASH FOR CASH!

From the fairy by the bridges, go right to the twins' house for some information on currency values. Green gems are worth one Rupee, blue are worth five and red are worth 20 rupees. You are also told that the Kikori Store has a red roof. Pick up the pots in the house and smash them open to find a six rupees (one green gem, one blue).

Leave the twins' house and go left past Link's house to chat to some more fairies. They advise you to go to the Forest Training Centre at the top of the hill. Climb the hill and enter the house of the Know-It-All brothers to learn about the icons on-screen.

C IS FOR...

The Yellow icons in the top-right of the screen are the C icons. They show what items you can use with C Left, C Down and C Right. When you've collected a C Button item you need to go to the select item sub-screen and assign it to one of the C Buttons.



Blue Button – The blue icon is the action icon which shows you what happens when you press A. ie: if you're standing in front of someone, then 'speak' might be shown on the icon.

C Up – C Up not only alters the view but also opens a communication channel between you and Navi. Press this button whenever her icon appears on-screen to get hints and clues as to what you're supposed to be doing.

The Map – The map is displayed at the bottom-right corner of the screen. The yellow arrow on it indicates your current position and the direction you're facing

ELF ADVICE

Make sure that you talk to everyone in the village and listen carefully to what they have to say. Each person either teaches you something or gives you a clue.





PLAYERS
One



CART SIZE
256Mb



MEMORY
No!

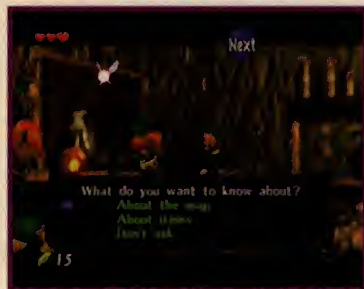
PUBLISHER:
DEVELOPER:

Nintendo
Nintendo

TYPE:
GEN:

RP

Out now
49.99



and the red mark shows the point on the map where you entered the area. Turn the map on and off with the L button. To find out where you are, press Start to access the sub-screens and on the map sub-screen you find the beginnings of a map of Hyrule.

Items – There are three kinds of item: Equipment items, C Button items and Quest items.

Equipment items are things like swords, shields and clothing and need to be equipped once you've collected them before you can utilise them. To equip an equipment item highlight it and press A. C Button items are assigned to the three buttons after which pressing those buttons allows you to use them. To assign a C Button item, highlight it and press the appropriate C Button. Quest items are



the important items that you collect during the adventure.

CRIME PAYS!

Show your gratitude to the informative Know-It-All brothers by grabbing the pots in their house and smashing them against the wall then stealing the money that's revealed! Apparently crime pays amongst the Kikori! Leave the brother's house and go into the training area which is the only other thing at the top of the hill.

Make your way through this area; ignoring the various signs and the elf and crouch down to enter the small tunnel into the mountain (you only need to move forwards towards the tunnel, Link will crouch down automatically).

FIND THE SWORD

In the area on the other side of the tunnel, on the right you find some currency. Grab this and head left, timing your run to avoid a large boulder that is rolling around in a pattern. Head to the



CONTROL

Here are the buttons you'll use on your adventure.

A BUTTON:

Action

button will perform the function shown on screen.

B BUTTON:

Attack enemies

with your sword, once it's equipped.

▲ C BUTTON:

Change view and

talk to Navi the Fairy with this button.

▼ C BUTTON:

Assign a weapon to

this button and press the button again to use it.

◀ C BUTTON:

Assign a weapon to

this button and press the button again to use it.

▶ C BUTTON:

Assign a weapon to

this button and press the button again to use it.

ANALOGUE PAD:

Use the

analogue stick to control the hero.

Z BUTTON:

Lock onto enemies and

areas of interest by pressing this button.

RIGHT BUTTON:

Use this

button to put up your shield and defend yourself.

TOP SECRET

CHEATS

There are so many hidden secrets in this game that we're bound to be

finding them for quite some time to come. Here's a nice little secret to start the ball rolling.

HIDDEN PICTURES

If you go into Hyrule Castle and make your way to where Zelda is found the first time around, look into the windows around the courtyard. You will find that there are pictures of other Nintendo favourites like Mario, Yoshi, Princess Peach, Bowser and Luigi!

TOP TIP: In the first part of the game it's best to smash everything that

PAGE No.

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Whenever you collect an item of equipment you then need to select it from the equipment sub-screen.



ELF ADVICE

When you're using Z to lock onto something you don't move quite so well. Use the sideways jump to get out of danger.

LONG DISTANCE CONVERSATION

When your fairy flies close to a person press the Z button to target them then press A to start a conversation. Who needs mobile phones when you've got a fairy?



right for some more gems then turn right again and you come to a chest and a sign. The sign only tells you about the Know-It-All brothers and you already met them so just ignore it and open the chest.

Inside is the Kokiri Sword. This is an important treasure of the Kokiri, but strangely they've decided to let Link borrow it – as they would – him being a responsible small boy who's just got his first fairy and all. To equip the sword, go to the equipment screen and highlight it in blue, then press A. You can now use the sword by pressing B.

Next, wait until the boulder goes past you and follow it back to the tunnel which you used to get into this area. Turn right as you exit the tunnel and talk to the elf you find there to learn some new moves!

Sideways Jump – Hold Z and move right or left to sidestep and press A at the same time to make Link jump sideways.

Backflip – Hold Z and move backwards by pushing the analogue stick down then press A at the same time to make Link do a backflip.

THROWING ROCKS

To pick up a rock stand next to it and press A. You can



now carry it around and press A again to throw it.



Roll Attack – Hold Z and move forwards by pushing the analogue stick up then press A at the same time to make Link do a rolling attack. When you're rolling you can't take any damage.

Jump Attack – Once your sword has been equipped hold Z and press A to do a jump attack.

Targetting – If you see a green arrow above an object this means you can target it by tapping Z. To release the targetting lock on an object press Z again. If there is more than one object, repeatedly tapping Z will cycle through the objects.

Breaking Off An Attack – When there are many enemies in your field of view and you want to escape, press Z whilst holding down on the analogue stick to cancel the targetting.

Grass Trimming! – To cut grass with your sword, strike horizontally by pressing just B or hold Z and press B to swing vertically.

Thrust Attack – To thrust with your sword push the analogue stick up towards your target whilst Z targetting (holding Z) and press B. kill the stones!

To get the hang of your sword without losing energy to hostile entities, get a little targetting practice on the stones in this area before you move on. They're slow-moving and they don't hit back!



PLAYERS
OneCART SIZE
256MbMEMORY
No!PUBLISHER:
DEVELOPER:Nintendo
NintendoGAME TYPE:
ORIGIN:RPG
JapanRELEASED:
PRICE:Out now
£49.99

09

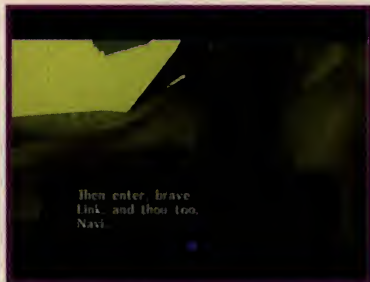


Leave the practice area and go to the house of the Great Mido at the bottom of the hill. Enter to find some chests which has some more money inside. You should find two blue rupees, a green rupee and a recovery heart.

Help the elf to shift the rocks in front of Mido's house and you find some more rupees. There are also gems hidden in the bushes close by so make sure you take a run through there. Head left from the rockery you just destroyed and jump across the three square stepping stones. By now you should have at least 40 rupees.

If you haven't, try going back to the huts where the pots you destroyed have regenerated and also look in any bushes and under any stones you haven't checked out yet.

Once across the stepping stones you come to the Kokiri Store which has a red roof. As you approach, a friend who is sitting on the porch calls to you and explains about long distance chatting using your fairy.



SHOPPING

When you're done chatting, enter the Kokiri store. Ignore the midget behind the counter and move the stick to highlight the item you wish to buy. At this point you want the shield which is 40 rupees, although you can also buy:

A recovery heart for 10 rupees.
10 Arrows for 20 rupees.
(You need a bow before you can buy them).

30 Arrows for 60 rupees.
(You need a bow before you can buy them).

30 Deku seeds for 30 rupees.

5 Deku nuts for 15 rupees.

A Deku stick for 10 rupees.

10 Deku nuts for 30 rupees.

Once you've bought the shield, equip it from the equipment sub-screen.

SHIELD USE

Once you've equipped the shield, press R to crouch and defend or press R while Z targetting to move whilst defending. Whilst pressing R use the analogue stick to change the angle of shield deflection.

TO THE TREE!

Leave the shop, go left and leap across the pool to come to Mido the elf who is blocking your way. He won't let you past unless you've equipped your shield and sword so check first then approach and talk to him. After he's insulted you, pass down the passage he was blocking.

As you go down the passage, strike the deku baba flowers that make strange clicking noises to obtain Deku sticks. You can carry up to ten sticks at any one time and you need to press A to put them away when you're done with them.

When attacking the Deku Babas (flowers), don't get too close or they will sting you. If you need to, go back to Seriah's house for some recovery hearts. When you've got enough sticks, carry on



Collect enough rupees to buy yourself a shield from the Kokiri Forest Shop. You'll need it before you can begin your journey.



collect Deku Sticks from fallen Deku Baba's and then assign them to a C-button. Touch a butterfly with your stick and it will transform into a beautiful pink fairy.

down the passage and you find yourself in front of the Deku Tree.

The tree tells you about Link's nightmares and explains that they have come about because the servants of evil have been getting powerful and affecting people's dreams with their foul stench!

The tree has apparently been cursed and only Link, the least prepared of all the Kikori, can break the curse through his wisdom and his courage... oh, and his sword too.

Answer yes to take up the tree's challenge and its mouth opens.

Enter the mouth of the Deku Tree...

STONE TIME-KEEPING

Behind the tree is a stone with an eye carved on it. If you strike it it tells you what



the time is! Although this isn't helpful now, it may well come in handy later...



NAVI'S TIPS

Deku sticks are useful. Buy them or kill Deku Babas to get them free!

TOP TIP: Press C Up and then use the analogue stick to move Link's view around for a good view of proceedings. To return to normal mode, press C Up again.

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HYRULE WORLD



THIS IS A MAP OF THE ENTIRE WORLD OF HYRULE. YOU WILL NEED TO EXPLORE THE AREA THOROUGHLY IN ORDER TO COMPLETE YOUR ADVENTURE AND SAVE THE WORLD FROM EVIL. WE HAVE MARKED ON THE MAP ALL THE LOCATIONS OF THE VILLAGES AND AREAS OF INTEREST THAT YOU WILL VISIT ON YOUR QUEST. ALL THAT IS LEFT IS TO WISH YOU LUCK AND HAPPY HUNTING!



PLAYERS
One



CART SIZE
256Mb



MEMORY
No!

PUBLISHER:
DEVELOPER:

Nintendo
Nintendo

GAME TYPE:
ORIGIN:

RPG
Japan

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PRICE:

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WORLD MAP





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LEVEL
2

THE DEKU TREE

Upon entering the tree, you find yourself in a circular area. Pass round the outside of this area chopping at the plants you find there with your sword to get some more Deku Nuts. If you assign these to one of your C Buttons then throw them to stun attackers.

In a hole in the floor in the centre of this area is a web which you can't break through just yet. Climb the ladder which was to your left as you entered the area and at the top, jump to the next ledge and collect a recovery heart from the end if you need it. Otherwise leap across to the other side and follow the wooden platform along until you find a chest. Open the chest to find the dungeon map. Navi the fairy tells you at this point about the vines on the walls

and suggests that you might be able to climb them, but the ones next to the chest have Skullwalltulas – that's skeletal spiders to you and me – on them, so you can't climb them yet. Instead, carry on around the wooden platform, leap across the next gap and open the door in the wall. Pass through into a room where a Deku Scrub fires deku seeds at you.

The door behind you closes so you can't get out, instead use your shield to deflect a deku seed back at the scrub then chase it when it leaves its burrow and touch it to prevent it returning to the hole. The scrub tells you about jumping from heights then runs off.

FIND A SLINGSHOT!

Once the deku scrub has run off, the door at the end of the room opens so pass through and leap across the platform ahead then jump off as it collapses. At the bottom, swipe at the plants with your sword for more rupees and climb the vine on the wall to find a

new treasure chest. Inside this chest you find the Fairy Slingshot. Assign it to one of the C Buttons.

Using your newly-acquired slingshot, fire a seed at the ladder which is hanging on the wall opposite the chest. It falls to the ground allowing you access to the platform. Don't go back just yet though, instead turn right from shooting at the ladder and climb the vine you find there to a platform on which another chest rests. Inside the chest is a recovery heart if you need it. Now you can return to the bottom of the area where the ladder fell and smash more plants with your sword for deku seeds and rupees. Don't forget to roll on landing though!

Climb the ladder and go back through the room where you met the Deku Scrub and you come to a wooden bridge. Go right, jump the gap and use the slingshot to take out the Skullwalltulas, then climb the thin section of vine on the right and traverse right along the vines until you find

ELF
ADVICE

As you jump from a high cliff or area, hold up on the stick so that when you hit the ground you roll and as a result only take limited damage. You can still only fall a limited distance though.

DUNGEON
MAP

On the map the blue chambers indicate areas you have visited already and your current location is indicated



by a flashing room. To move between levels on the map move the analogue stick up and down.



Make sure you clear any Skulltulas off the walls before you climb them.



PLAYERS
One



CART SIZE
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PRICE:

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yourself above a wooden platform. Drop onto the platform and go round it anticlockwise; killing the Big Skulltulas by shooting them in their soft underbelly when they rather conveniently turn their backs on you. Don't get too close to them though or they swipe at you causing severe damage.

Eventually you come to a door set into the wall. Open it and go through. On the other side, walk right and stand on a small raised switch which brings up three platforms in the centre of the room. They only stay up for a short time, so run and jump across the two directly ahead of you to the platform on the other side and kill the Deku Baba plant before opening the chest to find the Compass. This reveals hidden areas and objects on the map.

Turn around and drop down to the floor below then take the vine up to the platform where you came in. Hit the switch again to raise the platforms once more and this time jump to the left and kill the gold Skulltula on the wall there to receive a token which proves you destroyed it. Check inside the chest on this platform for a recovery heart then return to the door.

To open the door, get out one of the deku sticks using the appropriate C Button and walk over to the burning torch in the corner to light the end of it. Quickly pass across to the other torch which is unlit and touch it with your burning stick to re-light it. The door unlocks once the torch is alight so put

FAIRY SLINGSHOT

To fire the slingshot first press the button that its been assigned to and then aim with the analogue stick and press



the same button again to fire. Alternatively, hold down the slingshot button to select and load it in one movement and release the button to fire.

away your stick before it burns down. Go out the door and kill any Big Skulltulas that get in your way, then run and jump from one of the three platforms leading to the centre to grab the recovery heart and drop down towards the floor below.

As you plummet, you should hit the web at the bottom to find that your momentum – as a result of your increased mass – lets you break it and pass through; falling down to water below. Climb left out of the water and kill the deku baba and search the plants with



Use deku sticks to light torches, then put the deku stick away before it burns down.

your sword for ammo. Climb out of the water and onto the raised platform to the right of where you dropped into the water. Stand on the switch which is next to a chest with a recovery heart in it to light a torch.

Shoot the Gold Skulltula on the wall next to you and grab the token it releases, then select a deku stick. Light it from the torch and run across through the water to where the deku baba plant was and set fire to the web in the corner to reveal a door.

Pass through the door to find another deku scrub. As before, deflect his deku seeds back at him with your shield and then touch him to subdue him. He explains about his brothers. You must (he says) beat them in the order 2, 3, 1. Slash at the shrubs in this room for seeds and rupees then shoot the eye above the next door with your slingshot to open it. In the next room Navi tells you how to dive.



Lock on to monsters and consult Navi to find out their weaknesses.



TOP TIP: Watch your fairy, Navi will point out things of interest and enemies that are nearby.

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Drop down a height to break the web and plummet to the water down below.

DIVING UNDERWATER

When in deep enough water press A to dive under. Be careful though as Link can only hold his breath for three seconds to start with.



Link can swim underwater for short periods of time, find a special scale to extend the amount of air you can hold.



Jump into the water and dive down to the switch on the left. When you touch the switch the water level drops; allowing you to climb back onto the bank then jump onto the moving platform and ride it across to the other side, keeping below the level of the spiky log. Be quick though because the water level rises after a short time and the log knocks you into the water if you're not fast enough.

On the other bank, slash more plants for ammo and money, kill the Big Skulltula directly ahead of you and then listen to Navi explain about pushing and pulling blocks.

MOVING BLOCKS

Stand next to a block and grab it using the A button. While holding the A button you are able to push or pull it using the analogue stick. If



you push the analogue stick in the direction of the block and then press A you climb onto it. Make sure you keep an eye on what the blue icon says.

BABY SPIDERS

Push the block to the right and climb up on top of it to let Link reach the platform above. Go through the next door which closes behind you and in the new room, kill all the Deku Baba plants, then use a deku stick to light the two torches from the one that's already burning. The next door now opens, so go through it.

Immediately on the other side a Big Skulltula attacks you so kill it with the slingshot. You are now in a circular room. As you step into the centre, three Gohma Larvae attack you! To defeat them keep your shield up and stab at them as they attack. They take a few strikes before they are finished off. Once the larvae have been dealt with, slash the plants in the room for ammo or health and use a lit deku stick to burn the web from the tunnel which slopes slightly downwards to get to a smaller tunnel made of square blocks.

Crawl along the tunnel to emerge in the room which you first dropped into from above. Slash the Deku Baba flowers and push the block along the trench so that it drops into the water. You need to burn the web in the centre of the platform that you're standing on,





PLAYERS
One



CART SIZE
256Mb



MEMORY
No!

PUBLISHER:
DEVELOPER:

Nintendo
Nintendo

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RELEASED:
PRICE:

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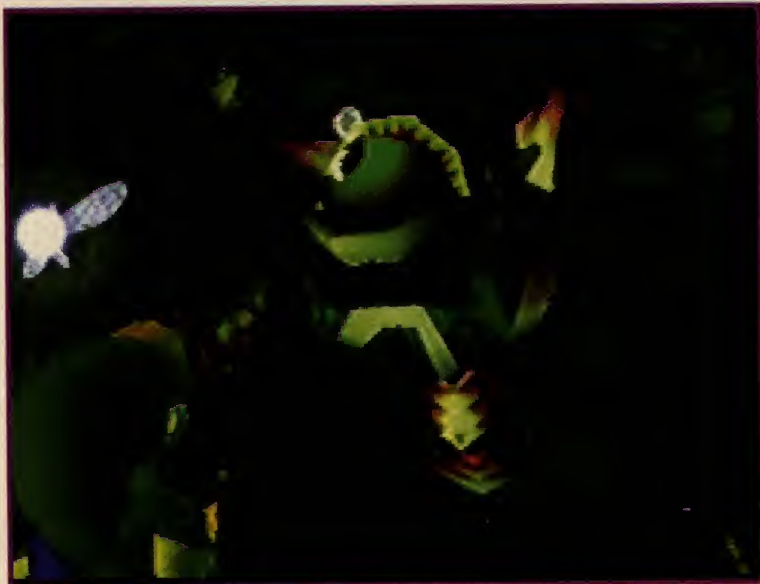


QUEEN GOHMA

In the next room the door slams shut behind you and it goes all dark. Look around the room until you see a glowing eye. This is the eye of the Parasitic Armoured Arachnid Queen Gohma. Once you spot her she comes at you. You need to shoot her in her single open eye with your catapult and then hit her with your sword when she falls over. Keep doing this until she dies. Occasionally she climbs up the walls and drops Gohma Larvae on you, so finish them off as and when you need to – if you hit them before they hatch they die with one sword stroke and don't have time to even think about attacking you.

When you finish the queen off you get an extra heart container which grants you another heart on your power bar!

Hurrah! Enter the spinning blue field to exit this subterranean area and return to the Deku Tree.



but all the torches on this side of the bank are too high up, so drop into the water and climb up onto the platform where the torch that you used last time is situated. Spark up a deku stick and run back and jump across to the block and from there climb to the platform with the web in the centre. Walk onto the web and press the B button to swing the stick down; setting fire to the web. When the web has burned you drop down to the next area, landing in more water.

In the water where you land are three recovery hearts which you can dive down to get if you need them. On the bank by a closed door are three Deku

Scrubs. Use your shield to bounce deku seeds back at first the centre one, then the one on the right, then finally the one on the left. The one on the left runs off once you hit him, so chase after and touch him to find out the secret of Queen Gohma.

The secret is (apparently) to administer the coup de grace (or to 'finish her off' for all you uncultured individuals) by striking her with your sword when she's stunned. The door to the next room should now be open so pass through it to confront the first boss of the game!

Kill a boss to get a heart container which extends your energy bar.



Hit the queen in the eye and then smack her with your sword!

When the queen dies she leaves behind a blue warp.



VOLUME NINE



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16



ELF ADVICE

Listen to what the Deku tree tells you. It provides you with clues as to what you need to do next.

Remember, after being around for so long it's obviously going to be wise!

When you return to the Deku Tree it tells you more about your quest. Apparently a 'wicked man of the desert' cast the curse on the tree. This evil man is using his vile magical powers in his search for the Sacred Realm that is connected to Hyrule. He's searching for the sacred relic known as the Triforce which is rumoured to contain the essence of the gods.

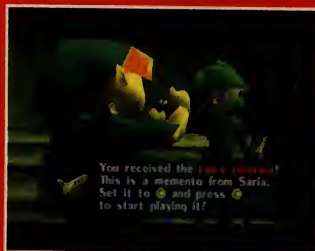
The tree explains that Din the Goddess of Power created the earth and cultivated the land, Nayru the Goddess of Wisdom gave the spirit of law to the world and Farore the Goddess of Courage produced the life-forms who would uphold the law. When the Goddesses left, three golden sacred triangles remained to mark their passage, these are the triangles that became the basis of the worlds providence – the Triforce.

The tree commands Link to never let the man in black lay his hands on the Sacred Triforce. It then reveals that it is dying, and was doomed even before Link began his quest. With its final words, the tree sends Link to Hyrule castle to meet the Princess of Destiny, giving him the Kokiri's Emerald – the spiritual stone of the great forest – to take with him. With that, the tree dies and an eager Navi urges Link to set out for Hyrule castle.

As you leave the tree Mido accuses you of killing it – the misguided individual! Ignore him however, and

FAIRY OCARINA

The Ocarina needs to be assigned to a C Button, and then you simply press C to start playing it! Pressing A and the four C Buttons will grant you different notes and you can stop playing by pressing B.



make your way to the tunnel on the left of the map and go through it to leave the village. As you cross the bridge, Sariah stops Link and gives him a present – the Fairy Ocarina.

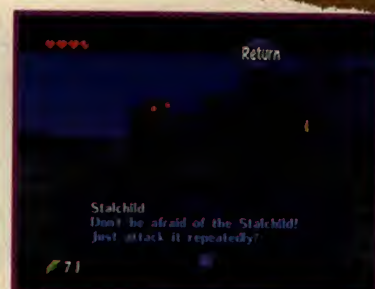
MEET MR OWL!

You emerge to some Bonanza-esque music onto Hyrule Field and before you've gone far you run into the Owl who gives you a pep-talk. He tells you to go straight on to get to Hyrule castle where you need to find a princess and he also tells you about the map again, this time adding some extra information. If you're lost, access the map screen and a flashing dot indicates which direction you should go next.

When the owl flies off, carry on ahead and follow the path which is just to your right and keep going. As you approach the castle it gets dark and some Stalchild attack you. These zombie-like creatures aren't too much trouble, simply keep slashing them until they die. Oh, and they only come out at night! Once past them it starts to get light and as you reach the castle the drawbridge lowers. Cross the drawbridge to enter the castle.

GOING SHOPPING

Continue into the castle to reach the market. Chat to the various villagers you meet, some of whom might give you useful information, others who just prattle a load of nonsense – bit like real life really!



One man tells you to take the street on the right to get to Hyrule Castle and the street on the left to visit to the city back-alleys. Go right and directly behind is a girl called Malon who has red hair and you meet the owl again. He tells you to be careful and to not get caught by the guards.

A little further along the road a guard blocks the gate and won't let you through, so climb the vine on the right which leads up to a grassy area from where you can see the castle. Run straight ahead and turn left and cross the grey bridge to get caught by the guards and thrown out. Once outside, return to where you climbed the vine to find Malon the red-haired girl from the market who gives you a weird egg.

This time climb to the top of the vine and drop off the grey bridge by the square hole. Run a short way up the road then angle left up the slope and run across the grass past the steps leading to the castle and climb a wall to get up to an area over-looking a moat. The trick is to stay out of the guards' line of sight. If you get caught and thrown out, simply try again!

Once you're safely past the guards, jump into the moat and at the end climb out and go left. Follow it round until you find Talon, Malon's father, owner of Lon Lon Ranch who is fast asleep. Use the chicken to wake him up and chat to him. When he runs off, push and pull the two boxes until they're stacked on top of one another by the water; allowing you to jump across to the small hatchway that is set into the wall on the other side of the moat.

Wait until morning as the guards are impossible to get past at night, then enter the castle via the small hole that water is coming out of. You find yourself in the castle courtyard. You need to make your way round the courtyard avoiding any guards. To stop them from seeing you, either walk behind them or



PLAYERS
One



CART SIZE
256Mb



MEMORY
No!

PUBLISHER:
DEVELOPER:

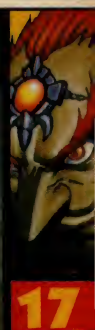
Nintendo
Nintendo

GAME TYPE:
ORIGIN:

RPG
Japan

RELEASED:
PRICE:

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17



keep the hedges between you. The first guard is fairly easy to get past. The second two require careful timing – wait until both of them are on the castle side of the fountains. The third guard you can simply climb over the top of using the steps up to the wooden structure with ivy running across it, although if you want the rupees you need to walk round behind him; ensuring that the post in the centre stays between you and him.

The next two are circling a monument, so follow along behind one of them keeping the monument between you and the other one. The final two are moving very close together so wait until they both leave the bottom-right corner

and race up the right side and go left at the top to get to the courtyard.

Wander across the courtyard to find Princess Zelda and tell her that you have the Spiritual Stone. She in turn tells you of her dream and reveals more about the Triforce. Apparently if someone good finds it and makes a wish it will mean nothing but good for Hyrule. If however someone evil gets hold of it... well, you can guess the rest!

The Temple of Time, says Zelda, is the entrance to the Sacred Realm but has been sealed with a stone wall called the Door of Time. To open this door you need to find three Spiritual Stones as well as the Royal Family treasure: the Ocarina of Time!

Zelda then offers to show you the evil man in black. Agree to look and feast your eyes upon Ganondorf, the leader of the Gerudos, who comes from the desert in the west. The Princess sends you off to find the other two Spiritual Stones, also asking you to get the Triforce before Ganondorf and subsequently defeat him. Just a small favour then!

Zelda also gives Link a letter with her signature on it which can be shown to people by assigning it to a C Button. Leave her to meet Impa of the Sheikahs. She plays you Zelda's Lullaby which you then need to repeat to learn it.

RETURN TO SARIA

After you've played the lullaby, Impa takes you out of the castle and points out Death Mountain, home to the Gorons

Only a very small child could get through this hole. Which is fortunate for you!

who protect the Spiritual Stone of Fire. At the foot of the mountain is the village of Kakariko where Impa hails from and she advises you to talk to the villagers before starting up the mountain. Impa explains that the lullaby has a mysterious power and can help Link prove his connection with the Royal Family. With that, Impa disappears! You find yourself in Hyrule Field.

Make your way back along the path you originally came along to Kokiri Forest and take the exit at the top of the lower section of the map – reached via the vines behind Mido's house – to get to the Lost Woods.

In the lost woods, check each tunnel and follow the one with the music coming from it to find Saria. On your way you encounter Owl again. He tells you that after the Lost Woods you'll reach the Sacred Forest Meadow and tells you to listen for the tune.

Keep following the music and you come to Sacred Forest Meadow. Here you



SMASH FOR CASH



As you pass across the drawbridge, enter the first door on the right to find a guard who offers to let you smash some jars – strange system of law these people have! Take his advice and use the A button to pick up the jars and then A again to throw them at the walls and smash to reveal various gems. The jars in this room regenerate automatically when you leave the room so if you ever need money simply return here and smash more jars to stock up on cash!





18



get attacked by Wolfos. Keep your shield up and hit him when his guard is down after he slashes at you. When you kill Wolfos the gate in front of you opens and you pass into a maze.

Turn right as you pass through the gate and follow the passage. Kill the mad scrubs by firing their seeds back at them and then slashing them with your sword. At the next junction go left through the grass and turn right. Follow this new passage to a pool and jump in and swim across to the other side. Just past this is a ladder on the left and some stairs on the right. Go up the stairs past two more mad scrubs and up a long staircase to the top where Saria is playing her ocarina.

She tells you that playing your ocarina in this area lets you communicate with the spirits. Follow along with her melody like you did with Zelda's Lullaby to learn it and have it added to your quest status screen. Saria explains that by playing her song you'll be able to talk with her at any time. As you leave the Sacred Forest Meadow the Owl explains that ocarina tunes have great power.

Next make your way back to Hyrule castle and go through the market and up to the gates of the castle. Wait until night falls and go back into market.

There are dogs everywhere. Take the alley to the left of the screen (so on Link's right as he returns to the market) and go in the first door that you come to to chat to a woman about her lost dog. Return to the square and walk up to the white dog to get him to follow you then return to the house in the back alley. The woman gives you a piece of the heart container – three more and you get an extra heart on your life bar.



ELF ADVICE

Remember what people tell you. When you grow up what they said in the past gives clues to things in the present.



THE TREASURE BOX SHOP

Enter this shop at night and pay ten rupees to play. The shopkeeper gives you a key with which you can unlock the door. In the next room there are two treasure chests. Open one of them for



a key or a cash reward. If you get a key you can proceed to the next room. If you get cash you have lost the game and you need to go back and either leave or pay ten rupees to play again. The more doors you open, the better the prize you eventually collect.

ZELDA'S LULLABY

Impa plays Zelda's Lullaby to you twice and the notes appear on-screen as C Buttons as she plays. You don't even need to memorize them however, as when you come to play it you just need to follow the notes that are



on the screen. Once you've done this, you can review the tune any time you like from the quest status menu and then select the ocarina and use the C Buttons to play it.

SHOOTING GALLERY GAME

Enter this shop during the day and pay 20 rupees for a go on the firing range. Using your slingshot, press B to get it out and B to fire at the gems which appear on the range. You get 15 shots and need to hit all ten targets. Once you've done this you win a bullet bag which holds forty slingshot pellets. If you score eight or nine crystals you win a free go!



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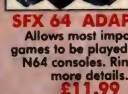
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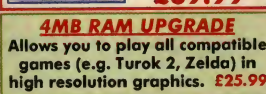
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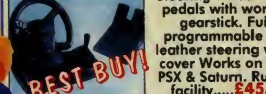
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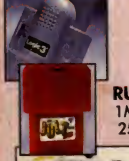
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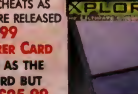
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64S(1)


**LEVEL
4**

KAKARIKO VILLAGE



ELF ADVICE

Talk to everyone you meet. Sometimes they give you important clues!

With the dog safely returned to her owner, leave Hyrule castle and go left. Walk just past the castle and go over a small bridge and up a ramp to Kakariko Village. Head up the hill and chat with the clock soldier at the gate to find out where the trail is that leads up the mountain – it's up some stairs at the north end of the village.

Go into the village and right up a hill then turn left to find a woman who's lost all her chickens. You need to catch seven chickens, bring them back to the

women and throw them in the pen. The first chicken is next to the pen. The next is back by the entrance of the village. Another is up on steps to the left as you come into the village. When you grab this one, jump from the roof of one of the houses whilst holding it to float down to the fourth chicken which is on a ledge to the right of where you came in behind a fence. Throw the chicken you used to float across off the platform to the ground and grab the other one then drop down and throw both of them in the pen.

For the fifth chicken, smash the box which is on the left by a as you enter the

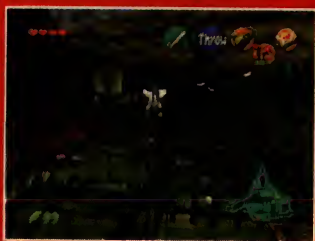
village. Take this chicken up the ramp to the well then turn right and go to another ramp which leads to a platform with another box on it. Run to the end of the platform and jump off and the chicken allows you to float across to the next fence. On the other side of this fence, lob the chicken you used to float across back over the fence and grab the sixth chicken from down below.

Go back up the ramp to the fence you just floated over and lob the new chicken across to the other side then go back down to where you just picked up the sixth chicken and climb the ladder to get

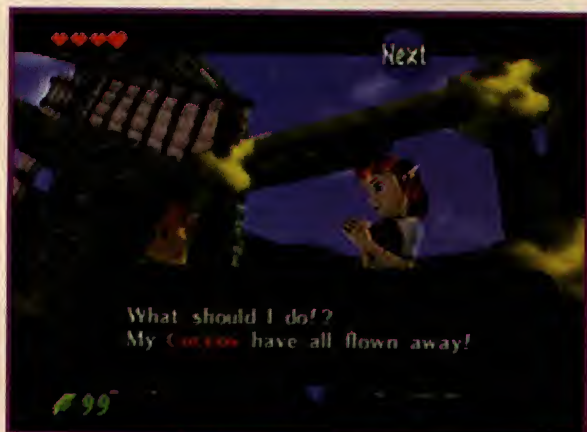


GETTING YOUR WINGS

The only way to get across this gap past the fence as a



child is to grab a chicken and float over!



What should I do?
My chickens have all flown away!

Find all the chickens this woman has lost to get something useful.

PLAYERS
OneCART SIZE
256MbMEMORY
NoPUBLISHER:
DEVELOPER:Nintendo
NintendoGAME TYPE:
ORIGIN:RPG
JapanRELEASED:
PRICE:Out now
£49.99

up to a new area where the seventh chicken is waiting. Grab this one and drop back down into the village. Deposit the chicken you're holding then go and round up the other two. Once you've put the last chicken in the pen, talk to the woman to get the empty glass bottle. Note: If you come back and rescue the woman's chickens again she will give you a purple gem worth 50 rupees!

WHAT NO WATCH?

Next, go back to the entrance of the village and ask the clock soldier the time. Keep leaving the village so that time passes then returning to talk to the guard until he tells you the time is somewhere between 18:00 and 21:00. You'll know when it gets to 18:00, because Stalchild begin to appear on the steps leading to the village. At the appropriate time, make your way to the rear of the village and then enter the graveyard.

Find Dampé the Gravekeeper and talk to him about the Gravedigging Tour. If you want him to, he will dig holes for you some of which reveal gems and one reveals a piece of a heart container! It costs you ten rupees a go though. Find the tombstone with the three plants in front of it and pull it to reveal a hole. Drop down the hole and open the chest in the room below to discover the Hylian shield.

Pull any of the other tombstones to reveal a Poe Ghost. If you kill it with

CONDUCT A SPIRITUAL SLAVE-TRADE



This bottle can be used to catch ghosts.



Later on you can sell the ghosts for cash.

your sword, you can then trap its spirit in your empty bottle, but at the moment you need to keep the bottle empty, so don't do that yet.

Next, go to the large tombstone at the end of the graveyard which marks the Royal Family tomb and stand on the Triforce symbol which is on the floor directly in front of it. Play Zelda's Lullaby



The ocarina is probably the most useful of all Link's possessions.



NAVI'S TIPS

Repeat puzzles that you've already completed for extra cash.



TOP TIP: In the first part of the game it's best to smash everything that you come across. Try doing roll attacks on objects you can't break with a sword.



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ELF ADVICE

Remember
Dampe. In a
few years time
you'll need his
help!



by pressing the appropriate C Button to activate the ocarina then pressing C Left, C Up, C Right, C Left, C Up, C Right. The tombstone explodes revealing another hole. Drop down the hole.

At the bottom of the hole go down some steps and you find yourself in large chamber where small black bats (Keese) attack you. Use the Z button to lock onto the Keese and then knock them all down with your slingshot. When you kill the last one the door ahead of



you at the top of the stone steps unlocks and you can go through it.

In the next room, green mist rises from the floor and two tall skeletal figures stand within. Run past the figures, making sure not to get within their line of sight or else Link is frozen by their scream and they advance upon him. In the next room keep to the path in the centre to avoid the toxic pools and climb the steps, then read the poem at the top to discover the secret melody of



the two composers! As before, watch and listen to the melody then follow the tune on your ocarina to record it on your quest status screen.

NIGHT FALLS...

Once you've got the song, return to the graveyard and go back to the village square. If it's not still night, exit the village and wait until night falls then search the village for Gold Skulltulas and kill them all. There is one on the

HYLIAN SHIELD

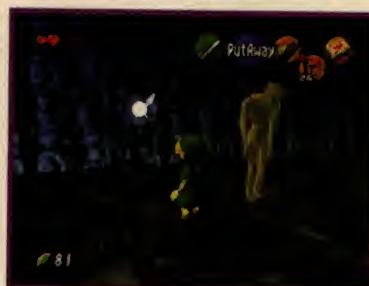
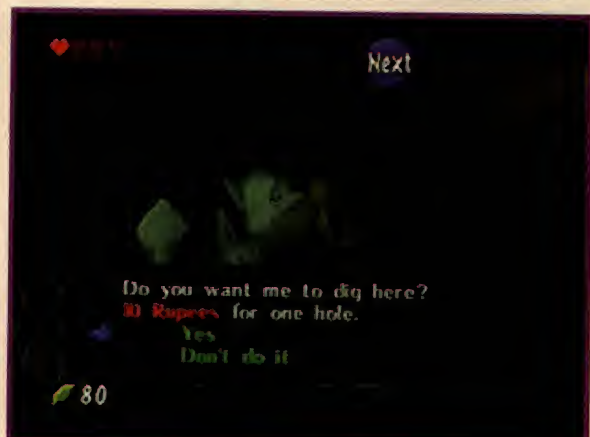
The Hylian shield is metal
which means it's impervious



to flames, unlike the deku
shield you started with.



The tombstones in the graveyard have more than just bodies hidden underneath them.



This redead freezes you with its piercing scream if you move across its line of sight. So don't do it!



Watch out for keese whenever you enter a cave. They lurk in the shadows and dive at you.



PLAYERS
One



CART SIZE
256Mb



MEMORY
No

PUBLISHER:
DEVELOPER:

Nintendo
Nintendo

GAME TYPE:
ORIGIN:

RPG
Japan

RELEASED:
PRICE:

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tower, one behind the House of Skulltula, one on the half-built house, and one behind the house on the left as you head towards the guard at the north of the map. When you've killed all four, go talk to the guard on the north gate and show him Zelda's letter.

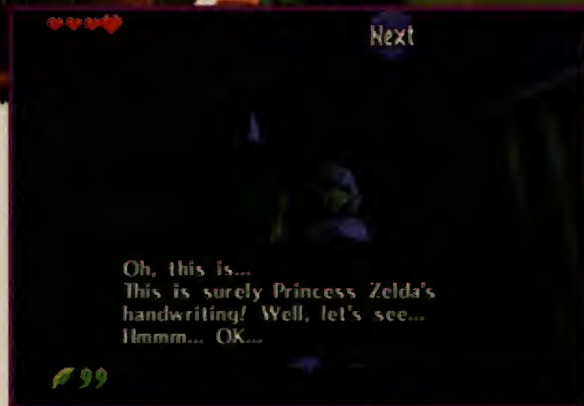
After humiliating you, he lets you pass, but not before you've equipped the Hylian shield. He also asks you to get him a mask from the Happy Mask shop. Equip the Hylian shield (if you haven't already) and head up the Death Mountain trail!

As you progress up the trail you encounter Red Tektites which you need to lock onto with the Z button and then swipe at with your sword when they jump at you.

At the top of the trail you come to the entrance to Dodongo's Cavern where you run into a Goron. He explains

that Dodongo's Cavern is blocked and advises you to carry on up to Goron City so continue up the trail collecting health and money from the rocks lying nearby if you need it.

Turn left at the top and talk to the Goron who is guarding the bomb flower. Goron explains that you need a Goron bracelet before you can pick up a bomb flower. Carry on up the trail and you come to Goron City.



The sarcastic guard on the gate shuts up when he sees Zelda's Letter.



Red tektites literally go to pieces when you defeat them.

NAVI'S TIPS

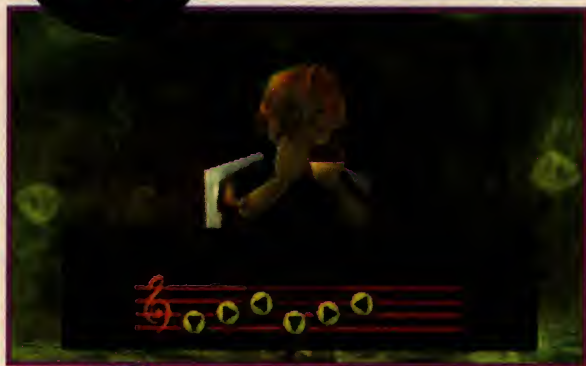
To find out whether something requires a song, stand near it and select the ocarina. If a staff appears on screen it means you need to play!

TOP TIP: You can use empty bottles to catch fairies, bugs, ghosts and blue fire.



LEVEL
4

GORON CITY



through the door to find yourself face to face with the Goron Big Brother, Darunia. Talk to him and he tells you about the creatures infesting Dodongo's Cavern and other assorted problems, then dismisses you.

Stand on the same mat as Darunia and play Saria's song on the ocarina using C Down, C Right, C Left, C Down, C Right, C Left to cheer him up and watch him dance like a loon!

In better spirits after your impromptu performance, Darunia tells you that you have to destroy the monsters in Dodongo's cavern before he'll give you the Spiritual Stone of Fire, otherwise known as Goron's Ruby. He then gives you Goron's Bracelet.

SPIN THAT URN!

When you are handed the bracelet leave Darunia's chamber and go back up to the ledge that is just above the area with the urn in it. On the way light all the torches surrounding the urn to make it spin, and lob a bomb on top of it to get

a piece of a heart container. Now go down the tunnel which is blocked by three boulders and use a bomb from one of the bomb flowers to blow the three rocks up, revealing a warp to the Lost Woods.

Leave Goron City and go up a slight slope then head right to get back to the Goron guarding the bomb flower. Collect a bomb from the bomb flower and go to the left of the Goron then throw the bomb over the cliff to blow up the rock blocking the tunnel leading to Dodongo's Cavern.

Go down the trail and enter hole you just made with the rock then go along the tunnel and grab another bomb to blow away the rock door, thus granting Link entrance to the cavern itself. Go in and receive a message from Navi warning you about lava pits.

Ahead of you on the centre platform is a Beamos which zaps you if you let its open eye get in line with you. Jump across to the centre via the rising and falling platform ahead and scoot past the Beamos then jump across to the ledge on the left where you find a sealed door, a barred door and a ladder.

Use a bomb to blast the next Beamos which is just along to the left and continue left along the platform to find a Business Scrub. You don't need to take out the scrub just yet, but if you manage to lose your Deku shield then come back to this point and hit him with a seed from your slingshot then touch him to

Enter Goron City and chat with the first Goron you meet there about Sirloin rocks, then go across to the centre via the rope and talk to the Goron on the centre platform to learn that 'Big Brother' has hidden the Spiritual Stone and shut himself away to wait for the Royal Messenger.

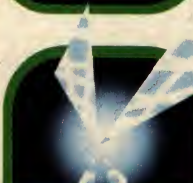
Return to the ledge running round the circumference of the city and go into the passage which was on your left as you entered, then follow the tunnel down a set of stairs and at the junction go left and continue down onto another ledge. Turn right and head down the next flight of stairs to a flat circular area with a giant urn in the centre.

Stand on the doormat in front of the red door and use the ocarina to play Zelda's lullaby - C Left, C Up, C Right, C Left, C Up, C Right. This opens the door; allowing you into the chamber beyond. Climb the stairs after passing



ELF ADVICE

Gorons are bomb proof, but bombing them does get their attention.

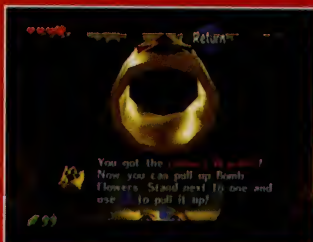


NAVI'S TIPS

Your first shield - the Deku shield - is made of wood. The Hylian shield is made of metal. Only one of them is fireproof - can you guess which one?

GORON'S BRACELET

When you've got this you can stand next to a bomb flower



and press A to pick the bomb! You then need to either press A to drop it or tap A whilst moving forwards to throw it.





PLAYERS
One



CART SIZE
256Mb



MEMORY
No

PUBLISHER:
DEVELOPER:

Nintendo
Nintendo

GAME TYPE:
ORIGIN:

RPG
Japan

RELEASED:
PRICE:

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25



offer you a replacement shield. Next blow the sealed door on this ledge up to reveal a chest which has a map to the dungeon inside.

After this, carry a bomb across to the centre to destroy the Beamos there and leap across on the next rising and falling platform to the ledge on the right. Use a bomb to kill the Beamos on this ledge then lob a bomb at the door on the left to discover a one-eyed stone with a piercing gaze.

If you lob a bomb at this statue it flashes a few times then takes off and explodes against the roof of the cavern. You don't get anything this time, but there are several other stones scattered throughout Hyrule, some of which might reveal something when blasted!

Blow up the door on the right and pass through to find another large cavern and you are confronted by a Baby Dodongo. Slash it and then get out of the way because it explodes when it dies. On the right as you make your way down this room is a rock door. Strike a Baby Dodongo so that it explodes near this rock door and destroys it, then go inside and kill the Keese. On the wall in here you find a Gold Skulltula so kill it with your slingshot and collect the token it releases.

Return to the previous area and go right; fighting past all the baby dodongos to come to a small ledge on top of which is a switch and two statues. The switch removes the bars from the door just up the steps but it resets when you get off of it, so drag one of the statues at the side across on to the switch to keep the door open.

Through the door you find more Keese. Kill them and go through the next door to encounter some Lizalfos who are armed with swords. Use your deku shield to block their strikes and slash at them with your sword. Be



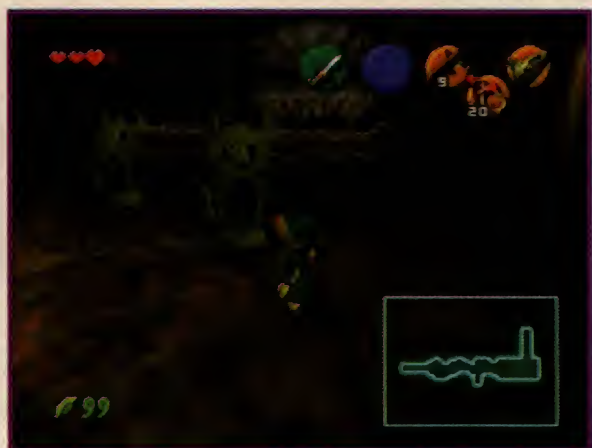
ready to turn around quickly because they jump over you and also hop away when they're taking damage so you'll need to chase them, being careful not to fall into the lava. Kill both of the Lizalfos to open a new door leading from the chamber and exit through it.

In the new chamber follow the stoney path past the blocked doorway on the right and grab a bomb from the small clearing. Use the bomb to blast the doorway you just passed and go in to find another business scrub in the new room. Deal with Business Scrub and he offers you a deku stick. Leave the room and carry on through the clearing where you picked up the bomb past a flaming torch to find a Dedongo. These breathe fire, so wait until they start flaming at you then race around behind them to chop at their tail. Watch out when they die though, because like their offspring they explode!

Continue along the cavern killing three Dodongos in total until you come to a barred door then return to the flaming torch and light a deku stick. Run back down the cavern towards the barred door lighting the three torches along the way to open it.

In the next room, walk forward and stand on the switch ahead to open the barred door which was on your left when you first entered Dodongo Cavern. Use the rising and falling platforms to get across to the newly unbarred door and go through it.

Follow the small corridor into a room where there is a very long line of bomb flowers. Grab a bomb and blow up the door near the bomb flowers to reveal another door. Go through it to have the door seal closed behind you and a statue on the far side of the room called Armos attack you. Keep clear of Armos until he returns to his start point then lob a bomb at him. He then chases you so avoid him again until he returns to his start



position. Repeat this until he explodes then open the chest Armos was guarding to get a compass.

Once you have the compass, exit the room and grab a bomb from one of the flowers then plant it amongst the line of the plants to set off a chain reaction which brings down some stairs. Climb the stairs to come to a wooden platform. Follow this round and up to arrive at a vine-covered wall with a Skullwalltula and a Gold Skulltula on it. Dispose of them with your slingshot and climb the vines to get the gold token the



NAVI'S TIPS

To get more goodies from pots in the game, leave rooms and re-enter and they reappear.

TOP TIP: Business Scrubs won't give you any useful information, instead they try to sell you something. Be warned though, because more often than not they will overcharge you for it!



ELF ADVICE

When you're fighting Dodongo, if your bomb misses his mouth then run like hell as he blows fire at you.

Gold Skulltula releases then proceed through the door opposite into a circular chamber where three Armoses attack along with Keese. Bomb the Armoses using the bomb plants along the sides of the room and kill the Keese with your slingshot then pull the fourth, inanimate statue away from the ladder in the centre and climb up to hit the switch on the top of the central podium.

This opens a new door so go through it and down a corridor which brings you out above the central cavern that you started in. Cross over the suspension bridge after first taking out the Keese that are flying around the room. Leap the gap in the centre of the bridge and go through the passage on the far side.

In the new area, spiked balls move up and down narrow passages. Make your way cautiously across to where a grey block juts out from the wall. If you pull it away from the wall there is a recovery heart hidden behind it, so after grabbing the heart push the block back under the ladder and climb onto it to reach the ladder. Climb to the top then turn around and look about you to see a platform down

below with a chest on it and a bomb flower. Jump across to this platform and open the chest for a red rupee. Grab a bomb from the flower then turn and throw it up at the ledge you just jumped from to blow away the wall then jump back up and pass down the corridor the bomb has revealed.

In the cavern ahead your route is blocked by flames so use the slingshot to hit the eye on the wall ahead and put out the fire. Leap across the gap and kill some baby dodongos in the corridor ahead then open the door at the end of the corridor to come to a room with some more lizalfos inside.

Make sure that you equip your deku shield so that you can hold it in front of you when the lizalfos attack. Kill the two Lizalfos and follow the long platform to the end for some recovery hearts then head back and go through the new door which you just opened.

In the new room there are two flaming platforms. Shoot the eye on the wall ahead to extinguish the first platform of flames then jump onto the clear platform and turn left to shoot a second eye positioned in an alcove on the wall. Make sure you do this fairly quickly because the first platform re-lights after a short time. Once you've made it all the way across follow the new corridor on the other side to come to a wooden platform leading into the room with spiky balls. Jump across the gap and climb onto the ledge to the right to find another chest inside which is a bomb bag with 20 bombs in it.

BRIGHT EYES...

Walk on through the door which was ahead of you into the original central area and step on the switch to raise a platform in the centre; allowing you to return to this level easily if you drop down. Turn right and go along the ledge until you come to a wooden bridge. Cross the bridge and blast the wall at the end to find a chest with a blue rupee. Return across the bridge where planks are missing leaving the bridge with two large gaps, and drop bombs down through the gaps into the eyes of the huge skull below to make them glow red. When you light the second eye, the mouth of the skull opens revealing a door. Return to where you came into this area and leap across to the platform in

BOMB BAG

Assign this to a C Button to give you a handy supply of explosives!



the centre when it rises to your level. When the moving platform drops to a safe height jump to the central platform and turn right to get into the giant skull and go through the door which is positioned where the throat should be. Kill the flaming Keese and take the tunnel to the right around to an area with more Keese in it. Drop to the floor in the new room and make your way to the top of the map to a blocked door. Drop a bomb in front of the door and enter a small room with a Gold Skulltula on the wall behind a statue. Kill the Skulltula, collect the token it releases and leave the room then exit via the tunnel at the top left of the map. At the end of this tunnel is a block. Push the block into the room below then pull and push it to the hole in the centre of the floor to activate a switch and open the barred door.

Go through the door into a brightly lit chamber with a chest at the back of it. Open the chest for some bombs. Place a bomb on the dark square in the centre of the room to reveal an opening then drop down to enter the chamber of the Infernal Dinosaur King Dodongo!

DEADLY DINOSAUR

When King Dodongo dies the lava in the centre hardens, so run across it to collect another heart container bringing your energy up to five.

Enter the blue circle to exit the chamber and travel to see Darunia who declares you a friend of the Gorons and gives you the Spiritual Stone of Fire!



KING DODONGO

To kill King Dodongo first lock onto him with the Z button. When he rolls at you keep close to the lava in the centre, then follow him after he's passed you. When he stops and turns towards you wait until he opens his mouth and chuck a bomb in, then while he's stunned hit him with your sword. Repeat these actions until he rolls into the lava and dies.





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LEVEL
6

ZORA'S KINGDOM



ELF ADVICE

Little Link can
hide under the
Hylian shield if
need be!



Before you leave Darunia he advises you to go and see the Great Fairy on top of Death Mountain. Head up hill from the Gorons to the sign which indicates the summit of the mountain and blow the boulders away that are blocking your progress then jump across the gap and climb the hill until you come to a lone boulder. Blow this one up to reveal a hole and drop down it.

At the bottom of the hole you find yourself in a cave. There are loads of rupees scattered around plus some recovery hearts and a cow! Collect what you need and exit the small cave via the glowing platform. Once you're out of the hole continue on along the cliff until you come to a slope leading downwards. As you pass through here rocks drop on top of you, so avoid them where possible and press R to cover yourself with the



hylian shield if you can't get out of the way in time.

You should come to a climbing wall. Shoot two Skullwalltulas from the ground then climb up to a small ledge with an eyestone on it and blast the third Skullwalltula from there. Continue to the top and have a chat with the owl. He explains that the clouds around the summit reflect the state of Death Mountain (at the moment they're normal so everything's okay) and tells you to find the fairy. Blow up the rock to the left of the owl and enter the Great Fairy's Fountain, then step onto the Triforce symbol in front of the water and play Zelda's Lullaby to summon the Great Fairy Of Power. She offers to teach you a new sword technique: the Spin Attack.



power and also tells you to come back and visit her if you feel weary before she vanishes. Leave the fountain and chat to the owl again. He offers you a lift back down the mountain, so accept his offer for a roller-coaster ride back to Kakariko Village. The owl drops you on top of a house in the village.

Walk to the edge of the room and drop down to the ledge below then turn and go through the hole in the wall to find a piece of the heart container.

At the village talk to Navi and she advises you to ask Saria about the last Spiritual Stone. Use the ocarina to contact Saria and she tells you about the Spiritual Stone of Water. Apparently King Zora the ruler of Zora's Domain has possession of it, so you need to go there next.

Leave the village and at the bottom of the steps go left following the river and keeping to the bank where possible.

SPIN ATTACK

Hold down B to charge the sword then release B to unleash a wave of energy as you spin around.

Alternatively, rotate the analogue stick and then tap B to get a quick spin attack.

Charging the sword takes power from your magic meter which is a green bar on the top left of the screen, so keep an eye on it. You can recharge your magic meter with the magic bottles.



FRIENDLY FAIRY!

The fairy advises you to visit a friend of hers near Hyrule castle for another new





PLAYERS
One



CART SIZE
256Mb



MEMORY
No

PUBLISHER:
DEVELOPER:

Nintendo
Nintendo

GAME TYPE:
ORIGIN:

RPG
Japan

RELEASED:
PRICE:

Out now
£49.99



29



King Zora has lost his daughter Ruto. Is this a clue?

Along the way you meet the owl again who lets you know how to get into Zora's Domain. Blow the rocks ahead of you up with a bomb then continue following the river until you get to a man eating from small bag. Talk to him to buy four magic beans from him then plant one in the soft soil to his left.

CHICKEN AIRWAYS

Grab the chicken that's wandering around nearby and use it to float across the river to the other bank then go left and jump the river further up and carry on left up some slopes then go right and

right again and drop down by the river once more.

Walk to the end of the platform and climb to a slightly higher one then walk across the shallow part of the river and go left and follow the path up more slopes, across a wooden bridge and onto an area with twisting walkways. Next stand on the square in front of the sleepless waterfall and play Zelda's lullaby to reveal the door to Zora's Domain. Jump across to the new tunnel and go in.

In the new area you can see a lot of water. Follow the path leading to King



Zora's chamber. Talk to him to discover that Princess Ruto has gone missing.

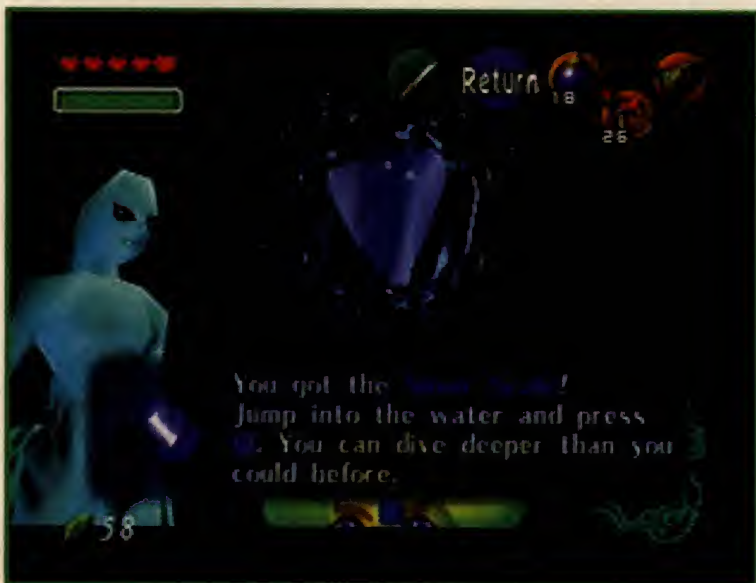
Take the tunnel on the left of the room to get to the waterfall and talk to the Zora who's standing by the edge. Pay your 20 rupees and then play the diving game.

DIVE FOR SILVER!

Once you've successfully completed the diving game you get the Silver Scale which allows you more time under the water. You can now play another diving game for 20 rupees. This time the rupees land in deeper areas of the water. Apart from that though, the game is the same as before.

When you tire of diving and feel that you've practiced enough, return to King Zora's chamber and light a deku stick.

Run down the stairs and light the first torch in the corridor there then put the stick away. Get another stick out and



MAGIC BEANS

Assign the beans to a C Button then find a square of soft soil and press the appropriate C Button to plant it.



NAVI'S TIPS

Use the roll attack on all trees and large crates that you come across to uncover all manner of hidden secrets.

TOP TIP: You can only hold your breath for a short period, so play the diving game to win a Silver Scale.

PAGE No.

29



Although you get a whole heart container every time you kill a boss, you can also collect them in installments!

light it from the new torch then run down the slope, turn left and go past the shop to light a torch on the left. Run into the water in order to light the second torch and squeeze behind the waterfall ahead to light the final two and make a chest appear.

Open the chest to find a piece of heart which counts towards another heart container. Next enter the water

DIVING GAME

Run and jump from the waterfall down to the water below. Press and hold A to dive under the water then use the analogue stick to swim around and collect the blue rupees. Don't stay under too



long though, make sure you come back to the surface for air when you need it.



Search the bottom of Lake Hylia to find a glass bottle with a message inside. Take this letter to King Zora and show it to him, then he will allow you access to Zora's Fountain.

and use the empty glass bottle that you collected in Kakariko Village to catch a fish. Simply assign it to a C Button and press that button to scoop a fish from out of the water. Now you need to go and find Princess Ruto, so swim down to the underwater entrance in the deepest water of the cavern and then warp to Lake Hylia.

A Zora you meet at Lake Hylia tells you to keep an eye out for anything strange and if you look around close to where you appeared you should spot a bottle with a message inside it! Dive down to the bottom of the lake to collect the bottle then assign it to a C Button and press that button to read the note.

The note is a message from Princess Ruto to say that she's waiting for you inside Lord Jabu-Jabu's belly. She also adds not to tell her father. A request which you are of course going to ignore!

Swim back down to the underwater entrance to warp back to Zora's domain (if you have trouble locating the cavern entrance then remember that it's marked with a red arrow on the map). Make your



way back to King Zora's chamber and stand in front of him. Press the C Button corresponding to the letter in a bottle to give King Zora the letter.

After reading the letter the king moves aside to let you pass by him, so take the tunnel on the right of the room to get up to the ledge where Zora is sitting. Follow the ledge along then go through the entrance that the King just laboriously revealed and follow the tunnel to get to Zora's Fountain.

This is where you discover that the mighty Lord Jabu-Jabu is actually a huge fish! Walk up to his mouth and assign the bottle with the fish in it to a C Button then press that button to offer Jabu-Jabu the fish. When he opens his mouth both the fish and you are sucked inside!

You find yourself in Jabu-Jabu's mouth. Use the deku shield to repel the rocks that are fired at you by the two Octoroks to kill them then use your slingshot to aim at Jabu-Jabu's tonsil which is hanging from the roof of his mouth. When you hit it the fibrous





PLAYERS
One



CART SIZE
256Mb



MEMORY
No

PUBLISHER:
DEVELOPER:

Nintendo
Nintendo

GAME TYPE:
ORIGIN:

RPG
Japan

RELEASED:
PRICE:

Out now
£49.99



material blocking the door at the back of his throat vanishes. All you need to do then is simply walk up to the door and press A to open it.

Pass through the door and on the other side avoid the blue and white coloured Biri (the jellyfish-like entity) because it electrocutes you if you touch it. Go straight through the next door into a chamber where Princess Ruto is waiting. Talk to her then follow her through the pulsing hole that she drops through in the floor of the room.

In the new room, talk to Ruto again until she gives you permission to carry her and sits down on the floor. Pick her up by pressing A and exit the room with her through the door on the ledge

you're standing on. In the next room you jump down into the water and throw Ruto up onto the ledge on the opposite side then stand on the switch in the middle of the water to raise the water level, allowing you to pull yourself up onto the ledge and join her. Pick Ruto up once more and carry her down the corridor. At the end of the corridor shoot another tonsil hanging from the ceiling to open the next door and take the Princess through then put her down and use your shield to defend against the Octorok that attacks.

When the lift comes down, grab the Princess, jump on and ride it to the top before jumping off and heading through the door on the right to get to the room



King Zora's huge butt blocks the route to Zora's Fountain. Get the message?



If you take Ruto the wrong way inside Jabu-Jabu's belly she'll magically return to her start point, so you'll know when you've gone wrong!



TOP TIP: Carry a red fairy in your backpack at all times and she will revive you if you should fail in battle.



where you first met her. Avoid the holes in the floor this time and carry on through the door at the other end. In the next room turn right avoiding the Tailsparan that rise from the floor and make your way to a switch set into the floor in front of a door.

Stand on the switch whilst holding Ruto to activate it and pass into the next room. In the new room put Ruto down and kill the stingers one by one. The best way to do this is to not use the Z targeting, instead have your finger poised on the R button and walk toward one where it is swimming round below the surface. Slash it to make it fly up into the air then walk slowly towards it

The bubbles in this room look fairly harmless but they're not! Burst them with your sword.

and when it flips over to dive at you hold R, pull back on the stick to raise the shield and slash at it with your sword. Occasionally you may miss with the sword but your shield will protect you. Each stinger takes about two hits, so this does take a while, but don't attack more than one at once or you lose track of where they are and they sting you.

When you kill the final stinger a chest appears and in the chest you find a new weapon, the boomerang. Equip the boomerang to one of the C buttons.

Pick up Ruto again, leave the room and head back to the junction and this time go left to another switch. Put Ruto on the switch and continue into the room ahead alone. In the new room a

parasitic tentacle hangs from the ceiling. It has a weak point in the middle, so lock onto it with Z and move cautiously into the room until it strikes at you. When the tentacle moves down from the ceiling to strike you, tap C to throw the boomerang and jump back out of range. Once you've destroyed the tentacle a chest appears and you get the dungeon map.

Exit the door and collect Ruto then go left through a passage which was previously blocked by a red slimy thing. Enter a room in which there are loads of bubbles. Use the boomerang and the target lock to burst all the bubbles in the room within the time limit then open the chest to find the compass.



ELF ADVICE

Once you've collected the boomerang it can be used to bring you objects which are out of reach. Like skulltula tokens...



PLAYERS
OneCART SIZE
256MbMEMORY
NoPUBLISHER:
DEVELOPER:Nintendo
NintendoGAME TYPE:
ORIGIN:RPG
JapanRELEASED:
PRICE:Out now
£49.99

Leave the room and head back across the junction to where you found the boomerang; picking up Ruto on the way, but this time turn left before you get to the boomerang room and enter an area with a blue tentacle hanging

from the ceiling. Use the boomerang to destroy the tentacle as before and then grab Ruto and head back to junction again but this time don't go across it, go right to another room with another tentacle in it, this time a green one.



You need to hit the two red blocks in this room to freeze them in order to cross over to the door.



Play Zelda's Lullaby when standing here to summon a Great Fairy.



BIGOCTO BOSS

The central platform in the room starts to rotate and it's got spikes sticking out of it, so steer clear! When Bigocto comes at you, don't lock on using Z, instead run in the opposite direction. Gradually you should pull away and eventually you come up behind him. Lock on but keep running and throw the boomerang until it hits him up the a... er, hind quarters! This stuns him temporarily so run in and slash him with your sword. When he gets up he comes after you, so run the other way and repeat the process to get behind him once more. Occasionally he changes direction, so watch out! Continue with your attacks until Bigocto calls it a day.



TOP TIP: If you see the Tri-force symbol anywhere, try playing some songs on your Ocarina.

PAGE No.

33



ELF ADVICE

Bigocto may look hard, but he has a sensitive rear end!



Kill the tentacle as you did the two previous ones but watch out for the Biri that will electrocute you if you get too close. Once the tentacle has gone, kill all the Biri with your



boomerang to unlock the door. Pick up Ruto and go back to the junction and this time head back to the room with the holes in the floor and clear out all the biri and the bari from the room using the boomerang.

Drop down the hole on the right of the room which previously had a pulsating green thingy blocking it and kill the two Gold Skulltulas on the wall in the area below. Collect the gold tokens with your boomerang then go down the tunnel from the platform you're on to the room with the Spiritual Stone inside. After a short cut scene in which Ruto orders you to go home, Bigocto appears!

BASH THE BERI

When Bigocto fades away, jump onto the platform in the centre and ride the elevator to the top. Follow the passage straight ahead, killing two Beri on the way. Go through the door at the end and run down the ramp to the right, then use your shield to bounce a nut back at the scrub that you find there.



Getting this stone means that Link and Princess Ruto are engaged!

Climb back up the ramp and throw your boomerang at the moving red platforms to turn them blue and temporarily stop them moving. Use the platforms to get across to a tunnel on the left and open the door at the end.

In the new room jump across to the ledge nearby and it lowers you to the level below. Walk round and pick up a crate then carry it back and put it on the switch in front of the next door.

Go through the door and clear the room of all the Beri with the boomerang, then kill the Gold Skulltula that's



Princess Ruto is trapped inside Jabu-Jabu's belly, if you free her she might agree to marry you.

PLAYERS
OneCART SIZE
256MbMEMORY
NoPUBLISHER:
DEVELOPER:Nintendo
NintendoGAME TYPE:
ORIGIN:RPG
JapanRELEASED:
PRICE:Out now
£49.99

BARINADE BOSS

First off use the boomerang to sever Barinade's tentacles from the roof. When you've done this keep moving to avoid its energy blasts and target the round base of the anemone. If the blue energy globes surrounding Barinade start to spin, hit its body to stop them moving, then target the globes themselves and use the boomerang to shatter them.

When you've taken out all of the globes, lock onto the base of Barinade again and hit it with the boomerang before running in and slashing it with your sword while it's flashing blue. Make sure you get clear when Barinade fires its energy beams and then lock on again when its base rises from the ground and repeat the process. If your energy gets low, break some of the pots around the edge of the room for recovery hearts.



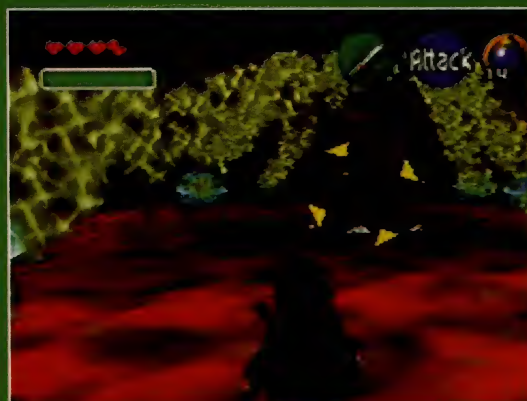
If you come into the Death Mountain Crater as a child you won't last very long.

hanging on the vines on the left and climb up to the top. On the platform at the top of the vines lock onto the white switch hanging from the ceiling, walk forward part-way to the translucent barrier in front of you and throw the boomerang to hit the switch. You might need to shuffle backwards and forwards a bit to get the distance correct before you successfully hit it. Drop down and exit through the door that you just opened (on a ramp across from where you came into the room) and take on the Bio-Electric Anemone, Barinade.

LINK GETS HITCHED

When you've defeated Barinade you get another heart container and a blue warp inside which you can see Princess Ruto. Enter the warp and have a chat with Ruto and then ask her for the Spiritual Stone of Water, which is otherwise known as Zora's Sapphire. The bad news for Link is that Ruto was told by her mother to give it to the man who would become her husband. Poor old Link, hitched already! You now have the three Spiritual Stones!

The Bio-Electric Anemone Barinade is no match for Link's boomerang - see ya later mate!



TOP TIP: You don't always need to kill all your enemies. Sometimes it is better just to avoid them.



36

LEVEL
7

TEMPLE OF TIME

ELF
ADVICE

Chickens prove to be very useful during the game, but whatever you do don't annoy them. Hit one with your sword a few times and an angry flock attacks you!

Make your way back to Hyrule Castle and approach the drawbridge. After seeing Princess Zelda gallop away, chat to Ganondorf. When he leaves, jump into the moat to the right of the drawbridge and dive down to retrieve the ocarina of time that Zelda threw into the moat as she left. When you get the ocarina you receive a message from Zelda and she teaches you the song to open the Door Of Time!

SONG OF TIME

As before, watch the song being played, then copy it to record the notes on your quest status screen. You need to play this melody in front of the altar at the Temple of Time. The button sequence for the song of time is: C Right, A, C Down, C Right, A, C Down.

Now set off for Lon Lon Ranch. Enter the first door on the left to find Talon asleep. Chat to him and he wakes up and asks you if you'd like to play a game. He throws three 'super chickens' in amongst the others and you need to



hunt for them and find all three before the time runs out. It costs ten rupees to have your first go, and then five rupees thereafter.

HUNT THE CHICKEN!

The best way to win this game is to simply pick up every chicken as fast as possible! When you successfully find a super chicken, Talon commends you and you just need to go on and find the others. Unfortunately the super ones don't look any different to the normal ones!

When you've successfully completed the chicken game you receive a bottle of Lon Lon Milk. You can drink from this to recover five hearts of energy and you can drink twice from the bottle. After this you can come back to the ranch to buy a refill. Set the milk bottle to a C Button when you want to use it.



Leave the room through the door you came in by and head left towards the paddock where horses are wandering around. In the central enclosure you'll find Malon with a cute baby horse. Talk to her and she introduces you to Epona the horse who is scared of you. To soothe the horse's fears, Malon teaches you Epona's song.

EPONA'S SONG

To play this song, activate your ocarina and play C Up, C Left, C right, C Up, C Left, C right. When you play this you make friends with Epona the horse! Once you've finished with Malon and Epona, go to the cow shed which is a stone building on the far side of the field and move the crates around to reveal a small hole in the back-left corner which leads to a small room in which you find a piece of heart container. Leave the ranch and go back to Kakariko Village.





PLAYERS
One



CART SIZE
256Mb



MEMORY
No

PUBLISHER:
DEVELOPER:

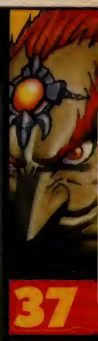
Nintendo
Nintendo

GAME TYPE:
ORIGIN:

RPG
Japan

RELEASED:
PRICE:

Out now
£49.99



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The Master Sword is the key to the Temple of Time. It's also great for smacking monsters!

Find the small square of soil which is in the corner on the left as you enter and plant a magic bean. Then go up the trail to the entrance to Dodongo's Cavern and plant another bean there.

Next, return to Hyrule Castle and find the Temple Of Time (it's off the street in the back-right corner of the market). From here, head up the trail until you come to a blocked alcove on the left. Blow it up with a bomb to reveal a chest inside which is a purple rupee worth 50.

Go into Goron city and left along the platform. Blow up one of the rocks blocking your way and go past the remaining rocks and left down a tunnel.

At the bottom, blast your way through a small maze of rocks by destroying the brown ones to get to a small area with

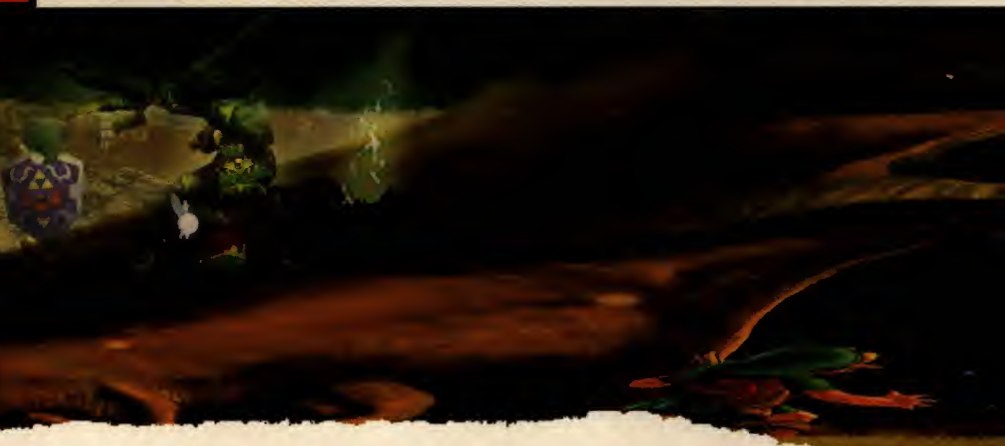


The Temple of Time is an imposing building, particularly in the dead of night.



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ELF ADVICE

If you can't find any Gold Skulltulas try searching at night.



two chests containing two purple rupees, a rock with recovery hearts in it and a crate inside which is a Gold Skulltula. If you need any more bombs, go to the bottom area of the city where the urn sits and blow away the rock door to access the shop.

Return down the trail, stopping by the blocked rock door on the right to blow it up with a bomb and reveal another Skulltula. Make your way back to Hyrule Castle. From the market, take the steps at the back on the right to get to the Temple Of Time. Enter the temple, stand on the red carpet in front of the altar and play the Song Of Time on your ocarina. Once the Door of Time in front of you has opened, enter the Tomb of Time to find



the Master Sword. Walk up to the sword and press A to pull it from the stone in the style of King Arthur. Ganondorf appears and thanks you for leading him to the entrance of the Sacred Realm. The first major part of Legend of Zelda Ocarina of Time is now completed!

Pull the Master Sword from the stone in the centre of the temple and you will change from being a small child into an adult.



ITEMS

Every adventure game has stacks of special items to collect and Zelda 64 is no different! Here's a brief guide to Link's collectibles...

Biggoron's Sword: This sword is the same size as the Giant's Knife but is far more durable.

Location: Top of Death Mountain.

Blue Fire: A cold flame that can be captured in an empty bottle and used to melt areas of red ice.

Location: Ice Cavern

Blue Potion: Drown your sorrows with this potion and all your health and magic points will be restored.

Location: Shop

Bomb Bag: This special bag allows you to carry a limited number of bombs

in your backpack.

Location: Dodongo's Cavern

Bombchu: Living bombs that run across the floor until they reach your intended target.

Location: Bombchu Game

Bombs: Explosive that can be carried around inside a special bomb bag.

Location: Shop

Boomerang: This angled piece of wood is one of the best weapons that you'll find as a youngster.

Location: Jabu Jabu's Belly

Bottle Bug: Tiny bugs that crawl into soft mud and scare Gold Skulltulas to the surface.

Location: Shop

Compass: The compass is usually found after the dungeon map. It marks important items on the map and also shows your position and orientation.

Location: Every Dungeon

Deku Nuts: These small nuts can be thrown to stun your enemies.

Location: Shop

Deku Seed Bag: This bag allows you





PLAYERS:
One



CART SIZE:
256Mb



MEMORY:
No

PUBLISHER:
DEVELOPER:

Nintendo
Nintendo

GAME TYPE:
ORIGIN:

RPG
Japan

RELEASED:
PRICE:

Out now
£49.99



39

to carry seeds which you can fire from your Fairy Slingshot.

Location: Shop

Deku Shield: Wooden shield used to protect against enemy attacks. Will burn if it comes into contact with fire.

Location: Kokiri Forest

Deku Stick: These sticks break when used as weapons, but are handy for lighting torches.

Location: Kill Deku Baba

Din's Fire: This magical spell allows link to fill an entire chamber with fire.

Location: Fountain Hyrule Castle

Dungeon Map: You find this somewhere in each dungeon fairly early on. It brings out an outline map on the screen.

Location: Every Dungeon

Fairy Bow: Only adults are able to use this powerful Bow to shoot arrows.

Location: Forest Temple

Fairy Ocarina: Present from Saria, this small wind instrument is used to play interesting melodies.

Location: Gift from Saria

Fairy Slingshot: Young Link can fire Deku seeds with this handy Slingshot.

Location: Deku Tree

Fairy's Spirit: A fairy's spirit can be caught in a bottle and will revive you if you should happen to die.

Location: Shop/Fairy Fountain

Farore's Wind: Use this magical spell to place a warp point inside difficult dungeons.

Location: Fountain Zora's Fountain
Fire Arrows: Power up your arrows with fire at a cost of two Magic Points per time.

Location: Lake Hylia

Fish: A slimy fish can be caught in an empty bottle and should be offered to large sea creatures.

Location: Shop/Zora's Domain

Gerudo's Membership

Card: With this special membership card you're able to wander freely around the Gerudo Fortress.

Location: Gerudo's Fortress

Giant's Knife: Buy this giant knife from the Medigoron, but don't use it or it will shatter.

Location: Goron City

Golden Scale: Catch a 20lb fish on the fishing game and you'll win this

special scale that allows you to dive even deeper.

Location: Lake Hylia

Golden Gauntlets: With these gauntlets you can move and throw gigantic rocks.

Location: Ganon's Castle

Goron Tunic: Present from Link the Goron which enables you to spend unlimited time in hot places.

Location: Goron City

Gorons Bracelet: This special bracelet gives you the strength to pick up bomb plants.

Location: Goron City

Green Potion: A green potion is used to replenish all of Link's magic points when they have run out.

Location: Shop

Hookshot:

This hook can grab hold of certain items and pull them closer to you.

Location: Graveyard

Hover Boots: Winged boots that allow you to walk on air for a short period of time.

Location: Shadow Temple

Hylan Shield: Large iron shield that can be used by heroes both young and old.

Location: Graveyard

Ice Arrows: Power up your arrows with ice at a cost of two Magic Points per time.

Location: Gerudo Training Game

Iron Boots: Heavily weighted boots that enable link to sink to the bottom of deep water.

Location: Ice Cavern

Kokiri Sword: This little blade can be found in the Kokiri training ground.

Location: Kokiri Forest

Lens of Truth: This magic looking glass uses magic power to see through clever optical illusions.

Location: Kakariko Village

Light Arrows: Power up your arrows with light. Best used against evil warriors.

Location: Gift from Zelda

Lon Lon Milk: This refreshing milk replaces five health hearts when drank, you can fit two helpings of milk into one empty bottle.

Location: Lon Lon Ranch

Longshot: Same as the Hookshot

only can reach greater distances.

Location: Water Temple

Magic Bean: When you plant a magic bean in a soft area of ground it will grow over time into a large floating leaf.

Location: Zora's River

Mask of Truth: After selling your fourth mask you can wear this mask to receive advice from one eyed stones.

Location: Hyrule Market Shop

Master Sword: Collect this sword from the stone in the Temple of Time, and you'll grow up a bit.

Location: Temple of Time

Megaton Hammer: This powerful Hammer can be used to break boulders and activate rusted switches.

Location: Fire Temple

Mirror Shield: Large adult shield that can reflect sunlight and enemy spells.

Location: Spirit Temple

Nayru's Love: This spell is used to create a powerful protective barrier around Link.

Location: Fountain Desert Colossus

Ocarina of Time: Use this instrument to play the song of time and open the door to the Temple of Time.

Location: Hyrule Moat

Poe: A ghost spirit which can be captured after defeat and sold to a dealer in Hyrule Market.

Location: Graveyard

Quiver: This item allows you to carry arrows for use with your Fairy Bow.

Location: Gerudo Horse Archery

Red potion: Drink this healthy red potion and all your health hearts will be restored.

Location: Shop

Silver Gauntlets: These gauntlets give you extraordinary strength allowing you to move heavy objects.

Location: Spirit Temple

Silver Scale: This special scale allows link to dive to deeper depths.

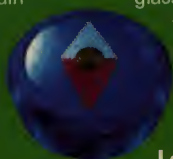
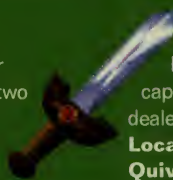
Location: Zora's Domain

Stone of Agony: This magic stone will send your rumble pak into a spin whenever there are secrets nearby.

Location: House of Skulltula

Zora Tunic: Present from King Zora which enables you to spend unlimited periods underwater without drowning.

Location: Gift from King Zora



TOP TIP: Save your game regularly to avoid missing items or having to repeat large dungeons.

PAGE No.

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TUROK 2: SEEDS OF EVIL

PART
2

Join us as we take you on the final part of this epic dinosaur-slaying walkthrough.

LEVEL
2

RIVER OF SOULS

The River of souls is polluted. its banks' swarm with hordes of dinoids. it's time for turok to pin on his greenpeace badge and get ecological on their asses!

Walk to the stable on the left and hop on the Triceratops. Ride it right or left and make your way down the corridor to a room with several low buildings. Toast any Fireborn that you encounter then head to the northeast corner of the area and cautiously sidestep into the next passage in order to destroy a gun emplacement which rises from the floor. Once it's been destroyed the door behind it will drop down.

Head through the door, turn left and blast the Endtrails who start sniping at you from a wall then carry on into the tunnel and follow it round to the right. As you emerge, kill the two Endtrails and round the corner to face a locked door. Move forward until you're close to the gate, aim your Rocket Launchers upward and shell the tower in the distance until the door opens. Once the door has opened quickly take out the turret behind which starts firing and kill the Endtrail.

You may have made a hole in the wall on the left when you destroyed the turret, but this just leads back to the start so take the corridor right at the junction until you come to two more turrets and blow them up to open the door on the right releasing two Fireborn.

Kill them and proceed to another closed door where you need to shell the tower in the distance to make it open. Go through the door, turn left and blow away the stacked logs in front of you then shell the two mortars up ahead.

In front of you is a tunnel and there is some Health behind a box on the left at the top of the hill. Enter the tunnel and follow it round until you enter an open area where two more mortars start firing at you. In front of you is a chasm with a lowered bridge and you need to destroy the mortars to raise it.

When the bridge comes up, go across it and through the open door then shell the two gun emplacements in the floor. Head past them and to the right where you encounter some ground troops. Go up the hill, following the corridor as it



MISSION OBJECTIVES

- Destroy two Soul Gates
- Destroy the Sisters Of Despair
- Locate and Defend Energy Totem.



KEYS TO FIND

FIRST LEVEL FOUR KEY

On a platform directly opposite Teleport Two as you leave it.

SECOND LEVEL FOUR KEY

Past Teleport Nine, accessed by swimming along a tunnel leading from a room with four pools and some spiders in it.

THIRD LEVEL FOUR KEY

Inside a building across a bridge not far from Teleport Eleven.

SECOND PRINAGEN KEY

After Teleport Eleven, on a wall south-east of the second warp portal, but you can't get it until you've done Level three.



This is the only dinosaur in the game that doesn't want to eat you for lunch. Rather conveniently it's also mounted with some pretty devastating weaponry too.

PLAYERS
1-4CART SIZE
128MMEMORY
NoPUBLISHER:
DEVELOPER:Acclaim
IguanaGAME TYPE:
ORIGIN:Shoot-'em-up
USARELEASED:
PRICE:Out Now
£39.99

TOP TIP

Use the small dino cannon on the gun turrets in the first section as it will get into the gun ports that you rockets cannot penetrate easily.



LEVEL WEAPONS

DINO GUN

You get to use this when you mount the triceratops at the start of the level.

WARBLADE

On a raised walkway to your left shortly after you come out of Teleport One.

GRENADE LAUNCHER

In front of you as you exit Teleport Three. However you need to come back after level three to get it.



One of the best things about the triceratops is that you can just ram other monsters to kill them without even bothering to aim your guns.

turns right and go over the bridge where you meet yet more Fireborn. Go past the logs in front of you, down the ramp and then fire at the wall directly in front of you to make a hole.

Enter the hole and take either passageway round to find three small buildings and an Ultra Health. Go back through the hole and blast the logs on the left as you emerge then go past them where you come under fire again. Blast the two towers in the distance then collect the Shotgun Shells from the southwest corner of the area and enter the tunnel on the north wall.

Follow the tunnel round, chasing the Fireborn that congregate inside until you come to an open area where you get shelled from four towers in front of you and another chasm blocks your progress. Blow away the towers to raise the bridge and cross over, collecting the Ammo in the centre alcove and the Health to the right and left. Also on the right and left of you are two corridors that both lead to the same area. Go down either of them to get to a dinosaur stable where you need to dismount.

Take the ladder which is on the right of the stable as you face it and go along a short corridor to where there is a save portal and a teleport. Save and enter Teleport One.

TELEPORT ONE

In the new room, grab the Tek Bow and pick off the sniper in front of you on the archway and also the one on the left, then move up to the lowered drawbridge and shoot the two levers on the right and left of the archway to raise the bridge. Cross over the bridge, shoot the barrel on the right and enter the hole in the wall then climb the ladder you find there

for some Health. Use the Tek Bow to shoot the barrel on the opposite platform which blows a hole in the wall. Drop down the ladder, shoot the barrel at the bottom of it for a Token and cross back over the bridge to enter the new hole in the wall. Climb the ladder, grabbing Health as you go and collect the Ammo, Health and a Warblade from the top.

Next go back across the bridge and head West, getting your Warblade ready to take on the pack of Raptoids that are waiting just beyond the tunnel. Go right and collect the Health from an alcove on the left and shoot the barrel in the alcove on the right for some Shotgun Clips then go to the northwest corner to kill some more Raptoids and grab a Pistol Clip. Opposite the alcove with the Shotgun Shells is a ladder and another barrel, so shoot it for some Health then climb the ladder and follow the passage round and back for some Tokens.

In the northeast corner of the room are some Tek Arrows and in the northwest corner is a broken door. Go through it into a tunnel containing two Raptoids which brings you to an open area with more Raptoids. Go left into a second tunnel at the end of which is a Pistol and some Clips then return to where the Raptoids were and pass through the ruined wall where you are confronted by a huge chasm and a



Sadly you only have the triceratops for a while. You leave it in a stable just before the first teleport.

CHEATS

BIG HEAD MODE

Enter UBERNOODLE on the Cheat Entry screen then turn it on and off from the Cheats screen.

STICK MODE

Enter HOLASTICKBOY on the Cheat Entry screen then turn it on and off from the Cheats screen.

BIG HANDS AND FEET MODE

Enter STOMPEN on the Cheat Entry screen then turn it on and off from the Cheats screen.

TINY MODE

Enter PIPSQUEAK on the Cheat Entry screen then turn it on and off from the Cheats screen.

PEN AND INK MODE

Enter IGOTABFA on the Cheat Entry screen then turn it on and off from the Cheats screen.

GOURAUD MODE

Enter WHATSATEXTUREMAP on the Cheat Entry screen then turn it on and off from the Cheats screen.



The warblade is the first of the new weapons on this level. It replaces your talon claw, giving you more slashing power per swipe.



WARD PORTAL

FIRST WARD PORTAL (FAKE)

Close to Teleport Three, in a corridor leading from the room with the two aqueducts and a long ramp in the middle. The Switch to activate it is on the other side of a gate which you need to open with two keys, and the portal takes you to another trap room where you must again face cyclops. This time you need to turn the wheels at either side of the room to activate the door leading to the exit. The second Nuke Piece is here.

raised drawbridge. To right and left are ladders. Go up the one on the right for some Health and up the one on the left for a Shotgun and some Tokens. To the left of the drawbridge is a Switch. Shoot it in order to lower the bridge and release a Fireborn then pass across the lowered bridge into a castle and take either corridor round and up a ramp – killing two more Fireborn – to enter Teleport Two.

TELEPORT TWO

When you reappear there is an Endtrail on a ledge directly in front of you. Kill it and blow the barrel behind you for some Health. Drop off your ledge into the corridor below and go left, following the walkway into an open area with Fireborn and some Health in an alcove on the right guarded by an endtrail. Go up the ramp onto a raised walkway and turn right then follow the path to the next open area with an alcove containing two barrels.

Blow the barrels for some Shotgun Shells and continue up the ramps, following the path until you find the first Level Four Key on a small pyramid. Take the other exit from the platform and in the next open area is an Ammo box. Continue down and when you reach the top of the next open area instead of going down to it, turn right into another passageway. Follow this passageway upwards, killing a Fireborn en route and grab the Arrows at the top then shoot the Endtrail across the way and grab the Health. Go back down the ramps and follow the walkway around to the other archway and up the next set of ramps for more Health, then drop down to the drawbridge in front of you. To get the Token from the wall by the drawbridge, climb the ladder to the



Drawbridges soon become a familiar sight on this level. Most of them require a switch to either be pushed or shot.

platform on the left where the Endtrail was shooting at you and drop down.

Turn round and enter the castle across the drawbridge. Go right and follow the ramps downwards killing anything that gets in your way until you reach the bottom. Blow away the barrel you find at the bottom and enter the hole to trip a Switch. Leave the Switch hole and go left to the door that has just opened, go through, then left and up the ramp, killing Endtrails on the way. Follow the passageway to the top and cross the bridge. Shoot the Switch on the far wall to raise a walkway below and reveal a teleport. Go back down to where the Switch was hidden in the wall and cross the bridge that has now appeared, pick up the box of Ammo and Shotgun Shells and enter Teleport Three.

TELEPORT THREE

Move forwards as you appear and clear the area of Endtrails and Fireborn then blow the barrels on east side of the area for Shotgun Shells and two Clips. Make a note of the inactive Breath of Life platform that is in front of you and the deadly water with the Grenade Launcher above it as you need to come back here later on.



The first Level Four keys is found early on. There are three of each type to get before accessing the hub gate.



On this level, barrels will blow holes in the wall, granting you access to a secret area with Health and/or Ammo inside it.



PLAYERS
1-4



CART SIZE
128M



MEMORY
No

PUBLISHER:
DEVELOPER:

Acclaim
Iguana

GAME TYPE:
ORIGIN:

Shoot-'em-up
USA

RELEASED:
PRICE:

Out Now
£39.99



TOP TIP

When you enter the two rooms containing the Soul Gates, ensure that you walk forwards far enough for the doors to close behind you, otherwise they may not close until the gate has been destroyed and the game becomes confused and traps you inside!



To get the red token on the broken wall you need to climb up the tower adjacent to it and drop off of the edge.



Open this door using a switch hidden behind a wall. Blow the wall by blasting the barrels in front of it.



You need to lower a drawbridge to get access to this teleport. The switch is high up on a wall.

Go to the west side of this area and enter the save portal to save the game. Once this has been done climb either ramp and collect the Tokens, Health and Shotgun Shells which are hidden in a barrel. Climb the ladder and despatch the Endtrails then go through the door which is ajar and kill the raptor on the other side. Explore the area beyond, collect the Tokens and kill the two Raptors which are hiding in archways under the two aqueducts.

Climb the ramp in the centre then go left along the walkway, kill the Endtrail and hit the Switch. Go back down the ramp, head left, and kill the new Endtrail and follow the tunnel which has been revealed. Kill the spiders in the tunnel and at the top is a room containing a warp portal. Go through the room onto the balcony and kill the

Endtrail then grab the Health and go back into the warp portal room and hit the Switch. Go back down the sloping passageway and grab the Gate Key from under the first aqueduct on the left, then go and grab the second Key from under the opposite aqueduct.

Head up the ramp and touch the two square pillars half-way up to insert the Gate Keys and open the gate at the top releasing yet more Endtrails. Kill them and pass through the gate into an area with a round fountain. On the left as you enter is a door with a Switch next to it. Hit the Switch, enter, kill the Endtrail and collect the Ammo Clip and the Tokens and climb on the boxes in the southwest corner to activate the Warp Portal Switch.

Return to the Warp Portal room and enter it.

In the new area, go up the first ramp, turn right and shoot the first sword-wielding cyclops then climb the ladder and touch the wheel to turn it. Go back down the ladder, cross to the opposite side and repeat the same actions then come back into the main area and head up the centre ramp where you get attacked by four more cyclops. Kill them, head through the door which then opens into a tunnel and take on two more bigger cyclops before collecting the second part of the Nuke Weapon. Continue down the corridor and enter the teleport to exit the warp portal.

Upon exiting the portal, return to the room just past the gate with the round fountain in the centre, jump into it and swim to the bottom, then along the tunnel and upwards into a wider area, hit the Switch you find there and swim down, back, up and out.

The other door in the room is now open so you must go through it, kill the Endtrail who is roaming around, grab the Shotgun from on top of a pile of crates and some Health and a Token from on top of the other ones and enter Teleport Four.

TELEPORT FOUR

Now go forwards then left and follow the walkway to the bottom where there are some pillared buildings. Blow all the barrels up for some Ammo Clips, some Shotgun Shells and some Health and take out all the Endtrails in the area.

In the northwest corner of the area is a closed door. Open it with the Switch and go through then follow the corridor and blow the barrels you find there for some Clips. In the next area, kill the Raptoids and head through the next doorway, follow the corridor round and then straight ahead and up onto the



The Endtrails on this level have a nasty trick of cloaking themselves with a Predator-like invisibility, making them more tricky to hit.



LEVEL WEAPONS

MAG GO

At the top of a lot of ramps across a gap soon after Teleport Four.



TRAN-QUILLISER GUN

On a bridge guarded by a Fireborn not far from Teleport Nine.





One of the new enemies on this level that you encounter is the spider. There are three different sizes of them, and they're all nasty!

bridge. Kill the Endtrail and cross over, follow the corridor around and up to the next bridge and kill the Fireborn and Endtrail, then cross the bridge, turn left and cross another bridge, killing another Fireborn. Follow the corridor around to the left, up the ramps, round to the left and across another bridge into another corridor complete with Endtrail. Follow the corridor along and up again and round a final corner where you come to one archway facing another across a gap bridged by Tokens. Jump across the gap to collect the Mag 60 and Clips then drop down to the corridor where you teleported in and make your way back through the door in the north-west corner which you first opened to the room which had the Raptoids in it. Once again, go through the doorway on the left and follow the corridor up, but this time immediately after the first ramp, turn right and follow the walkway to another corridor. Make your way up this corridor, making sure you stop to hit the Switch in the alcove on the right and go through the door it opens. Kill the Raptoids who attack you, and then turn right and head down the ramp, killing anything that gets in the way.

At the bottom, turn left to see a closed door directly ahead, then turn left again and head past a low, domed building and across a bridge to a Switch which is guarded by one endtrail. Grab the Tokens and walk backwards into the Switch to open a door directly opposite in the domed building and release an



To open the gate at the top of this ramp you need to insert two keys into the slots on each side of the slope.

Endtrail. Go back over the bridge, enter the domed building and hit the second Switch. Kill the Fireborn that appear, go out of the building and turn right, then right again and go down the side of the low building and left to the door you first saw at the bottom of the ramp. Go past it and up a ramp, kill an Endtrail and grab the Tokens from the ramparts then go past another closed door and

down two ramps into a chamber with a Shotgun and the first of the Soul Gates!

Zombies start to rise from the floor, so watch out! The door closes behind you, so blast the Zombies and grab any Shells you need from the sides of the room. Zombies appear continually while the gate is in operation, so alternate blasting the gate ring with blasting the Zombies as they rise. When the gate



When you hit the switch in this domed chamber, be ready to turn around as some dinoids mount a sneaky attack!



MISSION OBJECTIVE

FIRST SOUL GATE

Between Teleport Four and Teleport Five, not far from the low, domed building and at the bottom of two ramps. When you enter the room, concentrate your fire on the gate itself, but make sure you pick off any Zombies who attack you.





PLAYERS
1-4



CART SIZE
128M



MEMORY
No

PUBLISHER:
DEVELOPER:

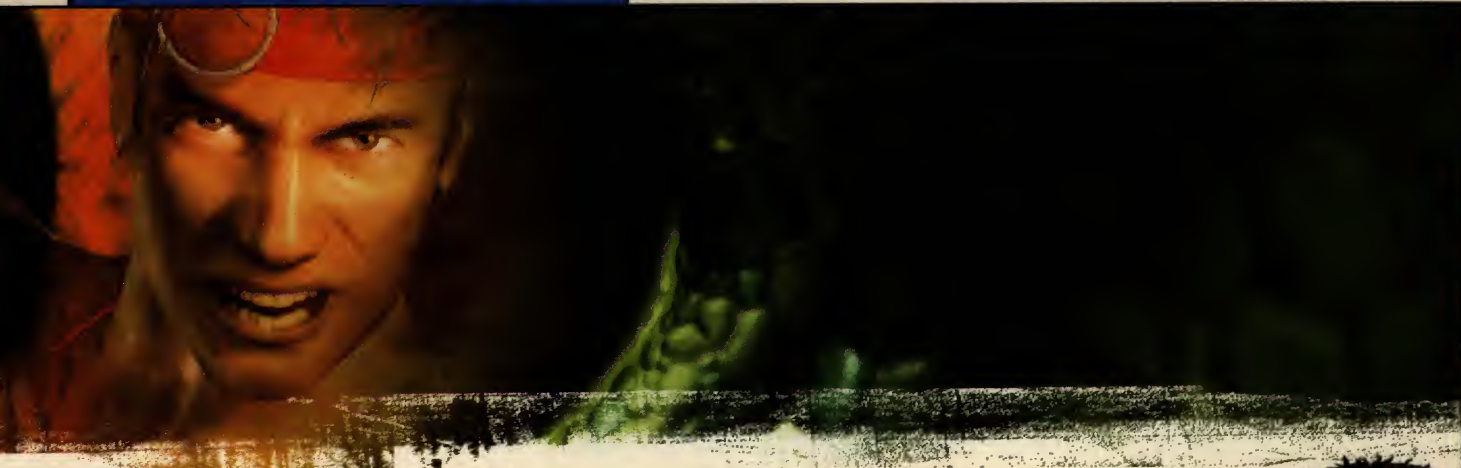
Acclaim
Iguana

GAME TYPE:
ORIGIN:

Shoot-'em-up
USA

RELEASED:
PRICE:

Out Now
£39.99



45

has been destroyed, grab the Health and Tokens from the alcove at the rear of the room on the left and head back out of the now-open door and back down to the area with the two buildings on pillars. Blow the barrel in the southwest corner to make a hole in the wall if you haven't already done so and go through, staying close to the wall to avoid the drop on the right and turn into a doorway on the left. Follow the corridor up a ramp and along to where there is a raised drawbridge blocking your progress. Shoot the Switch on the opposite wall to lower the drawbridge and cross over, grabbing the Ammo box from the alcove as you do so. Go left up the ramps and hit the Switch in the alcove on the left to open the door on the right which is the door which was closed earlier, as well as the door on the ramparts which was also previously closed. Go left out of the door and up the ramps, then left through the next door. Kill the Fireborn there and go either way at the junction, taking you to a room with a teleport, some Tokens and some barrels in the rear corner which give you Shotgun Shells, Health and an Ammo Clip. Enter Teleport Five.

TELEPORT FIVE

Grab the Health from behind you and the Tek Bow from in front and go right or left down a ramp and out onto a flat



This high tunnel allows you to blast the Endtrail in the legs to kill him before he has a chance to get a shot in!

area facing a temple where a raptor attacks. Kill the raptor and go down the ramp in front of you, walk round the moat to collect some Tokens, go into the centre temple for some Health then go back up the ramp and round the left side to kill an Endtrail. Blow the barrel there for Shotgun Shells and a Clip, then go round the right side to kill another Endtrail and take the entrance there into a corridor, up two ramps.

Kill another endtrail, go up another ramp and out onto an open walkway with a Switch at the top on the right which opens a hidden doorway at the opposite end of the dry moat to the teleport. Drop down into the moat, kill the Fireborn that have been released, and head up the new ramp that's been revealed, killing three Endtrails as you go. Follow the corridor round, killing more Endtrails on



This is the first really trying puzzle, it involves shooting an arrow into the centre of a circular plaque on the wall!

the way and two bunches of Raptoids until the way is blocked by bars with Health in front and a ramp to the left. Climb the ramp and kill two more Endtrails, grab some Shotgun Shells from both fountains and make your way up to the top and to the right, following the corridor around into a big open area with four fountains, a square structure in the middle and Endtrail snipers everywhere.

Clear the area of Endtrails and grab the Health in the alcoves on the left and right of the room then shoot the two Switches on the platforms on either side to raise the central structure to reveal a teleport. Enter Teleport Six.

TELEPORT SIX

In front of you is a ladder, so climb it, turn right and follow the corridor. At the first junction, kill the spiders and go right, then down the slope, pausing only to kneecap the Endtrail at the bottom, and emerge into a room with a waterfall and some Health. Jump into the waterfall and swim downwards then left at the junction to bring you out into a wide area with ramps on both sides. Kill the Endtrail and follow the ramps up into a chamber where the door closes behind you and there is Health in the centre and Arrows at the back.

Go into the centre of the room, turn around and face the way you came and look up at the wall to see a block with a circular design on it. Shoot the design in the centre with a Tek Arrow to open the doors and let in two Demonclaws. Kill them and go back out the door where a door has opened on the right, killing an Endtrail on the way. At the junction go left and climb the ladder to a low room with a pit in the centre and a ladder leading down. There is also a



The smaller zombies are fairly slow-moving. Blast them with the shotgun and watch them fly apart in a bloody mess!



MISSION
OBJECTIVE

FIRST SISTER OF DESPAIR

Through Teleport Seven. After passing through a short room and killing some small Zombies to open a gate you find yourself facing a closed crypt building. You need to kill the larger Zombies who attack you to make the crypt open and reveal the sister. Don't get too close to her or she hurls you backwards, instead pick her off from long range.



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MISSION OBJECTIVE

SECOND SISTER OF DESPAIR

Through Teleport Nine. This time you start off right outside the crypt. As before, kill the larger Zombies to open the crypt and expose the sister, then pick her off from long range.



door on the right, so go through it to another low room with a pit, and right out of that room to another ladder. Go up the ladder to the top into a wide open area with an Endtrail and an inactive Leap of Faith platform. Make a note of this area, because you'll be coming back later. Kill the Endtrail, go back the way you came to the tunnel junction, and this time go right and follow the corridor until you come to some water. Swim down and along the tunnel and surface in a low room with a teleport. Enter Teleport Seven.

TELEPORT SEVEN

Grab the Flashlight and follow the corridor, killing spiders as you go. Grab the Shotgun and move up to the closed door in the next room, at which point Zombies appear. Kill the Zombies until the door opens, then head through the doorway and turn right, killing a bigger Zombie. Go past the next door, round the corner, up the ladder and into a passage with some spiders. Follow this onto a platform with a Mag 60. Grab the Health from next to the door that is still closed and the Ammo Box if you need it, then approach the crypt where more Zombies attack. Blast the Zombies and the door in the building opens, revealing the first Sister Of Despair. When you've killed her, head back to the teleport where you came in and go back through Teleport Seven.

Out of the teleport, get back into the water and follow the tunnel to dry land then follow the tunnel back to the room



The zombies come in two types, small and big. The big ones are the most dangerous, so focus on them when they appear.

with all the ramps. Jump back into the water and collect the Tokens scattered around, then take the tunnel underwater at the back of the room that you originally came through back to the underwater junction and this time take the other junction and swim along until you find the Warblade. Surface and kill the two Fireborn at the end of the room – be careful because if they get into the water they're faster than you! Climb onto the platform in the middle and push the four blocks in the centre to lower drawbridges above you and lower ladders on the two platforms that the Fireborn were standing on at the end of the room. Climb a ladder and cross the first two bridges, grabbing the Health in the centre as you do, then follow the corridor up and to the right and kill the Endtrails at the top who may be cloaked. Grab the Shotgun Shells and Pistol Ammo if you need it and cross over the two centre drawbridges, then go down the corridor and to the left and kill the Endtrail guarding the teleport. Enter Teleport Eight.

TELEPORT EIGHT

You emerge in a huge room with arches of Tokens hanging in the air. If you look down you should see a raptor. Jump off the platform into the dry moat and go right and into the second wide area, kill the Raptors that attack then go left up

the ramp and right down a tunnel, killing an Endtrail as you go. You emerge from the tunnel into an area filled with raised walkways and Endtrails. Collect some Tek Arrows from behind a row of crates and follow the line of the walkways around to another tunnel and climb the ladder leading up to the walkway on the right. Follow the walkway round killing any Endtrails on the way and collect the Mag 60 and some Tokens, then blow up the barrel for some Health.

Next follow the tunnel, collecting the Tek Bow and killing a Fireborn en route into another area with more raised walkways. There is some Ammo behind the crates to the side as you enter the room and loads more Endtrails. Follow the line of the walkways again to another doorway, just inside of which is a single barrel. Shoot it on order to open a hole in the wall on the left and enter the tunnel. At the junction, go right and follow the corridor up to a ledge with a Tek Bow. Shoot the stone on the wall opposite and go back down to the junction, this time going left. In the next room with the inactive Breath of Life platform in front of the deadly water, kill the Fireborn and enter the tunnel which has just been opened.

At the next junction go straight on, kill the Endtrail and go left along the ledge for some Health. Go back to the junction and take the other route which brings



The Fireborn and certain other monsters are very, very fast when they get into the water, so you'd be advised to shoot them before they enter it.



PLAYERS
1-4



CART SIZE
128M



MEMORY
No

PUBLISHER:
DEVELOPER:

Acclaim
Iguana

GAME TYPE:
ORIGIN:

Shoot-'em-up
USA

RELEASED:
PRICE:

Out Now
£39.99

TOP TIP

To take out Endtrails and Fireborn quickly and easy when riding the triceratops, don't bother shooting, just run them down!

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If you managed to miss the Warblade near the start, then you can collect this one a little later on.

you immediately to another junction. Go right to a Switch which is guarded by a Demonclaw. Hit it and go back and this time go left to the door you have just opened. Kill another Demonclaw and go right at the next junction which leads to a teleport and some Health. Enter Teleport Nine.

TELEPORT NINE

When you appear, grab the Mag 60

Pistol and blow away the Zombies who attack en-masse. There is more Ammo to the left if you need it and Health behind the crypt in front of you. Kill the Zombies until the door to the crypt opens, revealing the second Sister Of Despair and the teleport. Kill her and then enter crypt. Go back into Teleport Nine.

Go back to the junction and turn right to get to a ladder. Climb the ladder and pass down a short passage then drop off



Collect the Tokens by jumping along their arc. Some arcs can only be followed using the Leap of Faith Talisman though.

by a closed door. Follow the corridor up and across a bridge, blow away the Fireborn and grab the Tranq Gun. Go back up to the middle of the bridge, face north and look down to see another platform with an endtrail, Health and Tokens on it. Kill the Endtrail and jump to the platform. Hit the Switch to open the door in the new room and exit then make your way



WARD PORTAL

SECOND WARD PORTAL

This warp portal is directly in front of you when you exit from Teleport Ten.

The Switch to activate it is across a bridge in the area beyond. You need to enter this warp portal with the Brown Eagle Feather to receive the Leap Of Faith Talisman.



The Sister of Despair is hiding inside this crypt. You need to destroy the large zombies to open the door.

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MISSION OBJECTIVE

THIRD SISTER OF DESPAIR

The third sister is a bit more annoying. You need to kill all the Zombies you meet when you pass through Teleport Eleven to open a graveyard gate. In the next area you need to kill more Zombies and hit three Switches which are hidden within crypts to open the second graveyard gate. The third graveyard gate requires you to hit four Switches, after which you need to pass through and hit a Switch to each side of the deadly water to open to more crypts in the previous area. Enter these crypts, grab the two Graveyard Keys and put them in the keyholes by the water to raise a walkway and open the last door, giving you access to the last sister. Kill her using the same technique as the previous two.



This room looks fairly innocuous but the pool in the far-left corner leads to somewhere fairly important.

back to where you blew out the wall with the barrel.

As you exit the hole, go straight on and shoot the barrels in front of you for Health and Shotgun Shells. Turn left and follow the passage to the next junction then go right and left at the next junction into a room with spiders and four pools. Jump into the pool in the back left corner and swim along the tunnel you find there.

You emerge in another tunnel leading to a room with an endtrail, some Health and the second Level Four Key. Get the key, go back to the spider room and as you exit turn left and up, kill the endtrail, go past the closed door onto a platform with Health and hit the Switch on the wall on the right to open the door you just passed. Go back and through the door and follow the corridor to another room with a door which opens



You can't enter the water in this area until you've collected the Breath of Life talisman. Otherwise you die horribly!

automatically but which is guarded by an Endtrail. Shoot the barrels in this room for Ammo Clips.

Kill the Endtrail and go through the door to find Raptoids, follow it round past some more Raptoids into another room with water in the middle and a deactivated Leap of Faith Platform on the right. Take the left exit to get to the next teleport and enter Teleport Ten.

TELEPORT TEN

Upon exiting the teleport you can see a closed warp portal. Clear the area of all Endtrails and then blow all the barrels you find for Ammo and Health. Enter the water for some Tokens then cross the bridge which is northeast of the Warp Portal and follow the corridor into an area where two Endtrails are waiting. Go to the bottom right of this area to activate the Warp Portal Switch then



Use the Tek Bow to shoot the switch on this wall and open a doorway in the room down below it.

take the next tunnel up – killing the Demonclaws on the way – and left and at the top, then take the left doorway over a bridge.

If you want to save there is a save portal to the right of the bridge on a platform which you can jump to. If you do, you then need to drop down into the room below and make your way back up through the passageway onto the bridge. Once across the bridge drop down into another room.

In the new room walk to the door in front of you which opens then go left and kill the Endtrail blocking the other door to open it. Go halfway up the ramp, shoot the Endtrail on the ledge on the right side of the ramp to open the door he's guarding and the Brown Eagle Feather will be revealed.

Continue up the ramp and drop forwards off the edge in order to get back to the warp portal, then enter. Touch the altar in the middle to offer the Feather, opening a door behind the altar which gets you the Leap Of Faith Talisman. Exit the portal. Upon exiting the Warp Portal make your way back to the ramp where you found the eagle feather and continue to the top and into Teleport Eleven.



These raised walkway sections have Endtrails standing on them. Kill them before they can snipe at you.



When you pass through this teleport get your Shotgun ready because it leads to a Sister of Despair!



PLAYERS
1-4



CART SIZE
128M



MEMORY
No

PUBLISHER:
DEVELOPER:

Acclaim
Iguana

GAME TYPE:
ORIGIN:

Shoot-'em-up
USA

RELEASED:
PRICE:

Out Now
£39.99



TELEPORT ELEVEN

Walk forwards and grab the Shotgun as the door behind you closes. Start blasting Zombies to open the gate directly in front of you which leads to the graveyard containing the last Sister of Despair. Keep killing Zombies and each crypt opens. Three of the crypts have Switches which you need to hit to open the second graveyard gate then kill more Zombies to open the first of the new crypts then enter each of them in turn and flick the Switch to open the next. When you hit the fourth Switch the third Graveyard Gate opens but you still need the Graveyard Keys. To get the Keys, go to either side of the inactive Breath of Life platform and hit the two Switches near the deadly water to open the two crypts in the middle of the previous area. Enter these and kill the Zombies to get the two Graveyard Keys then put them in the alcoves just past the third gate to raise a walkway and open a door leading to the third Sister Of Despair and kill her. Once this is done return through Teleport Eleven.

From the teleport go down the ramp and through the door on the right that the Endtrail was guarding earlier. Follow the corridor and shoot the barrels for some Ammo, and grab some more Ammo and some Health from behind the crates. Follow the path to the left, up the ramp to the junction and go left onto a

parapet to find some Tranq Darts. Go back to the junction but this time go right then take the next turning on the left and kill the Endtrail in front of the door to open it.

On the other side of the door, two more Endtrails snipe at you so kill them and then cross the bridge to collect the last Level Four Key and hit the Switch behind it. Go back down to where you turned left and turn left again, then kill the Endtrail to open the door and go up the ramp, killing the Demonclaws and the Endtrail. Go down some ramps to the last Soul Gate.

As before, Zombies rise from the ground and you need to alternate your shots between the gate itself and the undead. If you need it, there is Ammo and Health in the room.

When you've destroyed the last Soul Gate, go back to the second Warp Portal and pass through Teleport Ten then run at the Leap of Faith symbol to launch into the air, collecting Yellow Tokens and landing on a platform with Health and some Red Tokens. Now jump into the moat below and make your way back to the platform you made a note of earlier which holds another Leap of Faith platform. Make the leap across to an area with Ultra Health and Tokens. Explore the area for more Tokens then blow the barrel in the northwest corner to make a hole in the wall, go through,

grab more Tokens and follow the corridor round to the right – collecting Yellow Tokens as you go – into a room with a Shotgun, a Tranq Gun, a Tek Bow, a Mag 60 and a barrel.

Blow the barrel to open another hole in the wall and get back to the area where you first landed. Take the other leap platform back to the side where you started and go back to the room with the second warp portal. If you jump into the moat to the southwest of the warp portal you can get a Shotgun, some Health and some Darts. You can also see a Primagen Key, but you can't get it just yet, so go back over the bridge across the water and up to the top where you crossed the bridge (with the save portal on the right) and then drop down. This time though instead of crossing the bridge, go straight on and down to bring you to a platform overlooking the water-filled room.

Turn right, and jump across to the platform down below. Blow the barrels away for Ammo, Health and to create a hole in one wall. Hit the Switch which opens the exit portal in the waterway below you and remember the hole, because it leads to another currently inactive Breath of Life platform and you will need to come back here later on. Drop into the waterway and enter the exit portal to beam to the next Energy Totem. Blow away all the enemies to save the Totem – taking care not to fall into the deadly water – and you return to the level hub. Save the game.

TOP TIP

GROWN EAGLE FEATHER

This is half-way down a ramp from Teleport Eleven, behind a door guarded by an Endtrail.



You need too get this Feather for the Leap of Faith Talisman.



Collect the Brown Eagle Feather and offer it in the Warp Portal and in return you'll receive the Leap of Faith Talisman that lets you make huge jumps.



Don't miss this doorway by the ramp, because it leads to the eagle feather!

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LEVEL
3

THE DEATH MARSHES

Don't expect to find any friendly frogs or cute tadpoles in these marshes! huge green hulks and vicious little gunners are the indiginous life here!

You start off in an open area to the right of which you can see a grey stone building high above you on a plateau. Just ahead of you and to the left behind a tree is an Ammo Clip.

Go forward and cross the log bridge in front then go right and drop off the ladder onto the area below for some Health and a Quiver of Tek Arrows. Climb back up and turn right at the top so that you're facing forward again. Walk forward towards the Shotgun but be ready to fire because when you get to close to the next bridge a Hulk leaps up from below – shattering the log bridge – and attacks you.

Kill him then walk forwards and drop down through the hole that the Hulk made onto the platform below. Turn left and look across the water where you can see three platforms. Switch the map on to help you judge the distance and jump from platform to platform until you

reach the far bank, collecting Yellow Tokens along the way. Be quick when you jump to the third platform as a gunner will open fire from a cliff behind you. When you reach the other side a Fireborn attacks. He's a bit more intelligent than the ones on the previous levels and will roll out of the way when you shoot, so be ready to track your gun after him.

Turn left to find a box of Shotgun Shells, loads of Health and another gunner. Blow the gunner away – the best way to take him out is to keep just in cover and then jump out and blast him when his gun jams and he starts to thump it – and collect the Health and Shells. Keep an eye out for the gunner on the opposite bank who might jump down and shoot at you from the lower ledge on the other side.

Head right, collecting the Tokens as you go and move down the log bridges to the bottom taking care not to fall in the deadly water on the left. At the bottom is a ladder to the right and a platform which leads forwards.

Go right and up the ladder, collecting the Ammo Clip from next to the boulder

on the right as you do. You find yourself on the opposite side of the bridge that the Hulk broke through. Go forward, collect the Health from behind the tree and go up the next small ladder, then move along the platform and collect the Mag 60. Turn immediately around and blow away the Hulk who appears at the top of the ladder you just climbed.

Go back down both ladders to the foot of the log bridges and this time follow the path ahead of you until you find another gunner. Shoot him with the Shotgun to knock him backwards into the deadly water.

On the left is a broken bridge so cross over, jumping to avoid the gaps made by the fallen logs. On the other side turn right to where a Hulk throws rocks at you. Dodge the rocks and shoot the Hulk then go right along the path until you come to a drop. Turn right and you can see a wasp nest, some Red Tokens and three wasps.

Blow the wasp nest apart to make some Health appear, kill the wasps then jump across to collect the Health and Tokens. Jump back over and follow the line of Yellow Tokens to the top of a

MISSION OBJECTIVES

- Rescue five prisoners
- Destroy three Armoury storage facilities
- Locate and defend the Energy Totem

KEYS TO FIND

FIRST LEVEL FIVE KEY

In an alcove just past two disappearing bridges not far into the level.

SECOND LEVEL FIVE KEY

Just past the first save portal near to a wasp nest.

THIRD LEVEL FIVE KEY

A circular area just past Teleport Eleven.

THIRD PRINAGGA KEY

The location of this key isn't immediately apparent, which means you need to come back for it!



This hulk attacks through the logs that make up the first log bridge. Be ready to back away when he appears and blast him with the Shotgun.

PLAYERS
1-4CART SIZE
128MMEMORY
NoPUBLISHER:
DEVELOPER:Accalaim
IguanaGAME TYPE:
ORIGIN:Shoot-'em-up
USARELEASED:
PRICE:Out now
£39.99

TOP TIP

Keep in cover when a gunner fires at you then nip out and blast him when his gun temporarily jams and he starts thumping it.

ramp. Go down the ramp and at the bottom a Hulk attacks. Kill him, grab the Quiver of Arrows from behind the rock and the Health from behind the tree where the Hulk was waiting then head round to the right where an inactive Breath of Life platform is on the right and a bridge rises from the water ahead. Across the water a gunner is waiting, so shoot him, and then jump onto the bridge, but you must jump off quickly as the log bridge drops below the water if you stand on it for too long.

On the other side, grab the Quiver of Arrows from behind the leafy plant on the left and then go through the gap that's on the right where two disappearing bridges await. Cross over the bridges and on the other side there is an opening in the wall to the left and a camp fire ahead. Go left into the passageway and collect the first Level Five Key then kill the Endtrail who rushes into the area behind you.

Go back out and then left, and as you approach the camp fire a Hulk leaps through a trap door so kill him and grab the Ammo Clip from behind the plant. In the pit where the Hulk emerged is some Ammo and ahead of you is a bridge half-submerged in the muddy water.

Follow what's left of the bridge until it dips into the mud again and be ready to jump backwards because a huge worm with a long tongue lunges from the mud and attacks you. Retreat onto the bridge and blow the mud worm away (it doesn't move from the spot where it appears) and continue across up onto the opposite bank where an Endtrail attacks from behind a rock.

You can't jump onto the rock like you did the boxes on the earlier levels so you must take careful aim, wait till he



Wasps are a pain, and keep on coming at you until their nest is destroyed. They won't attack you unless go near to them.

pops his head up and try to get a head shot in.

Grab the Clip from behind the plant on the left. Ahead of you is an inactive Breath of Life platform, so go right to where you see another inactive Breath of Life symbol and you should see a gunner guarding a hanging net. Kill him and shoot the hook holding the net for a Health, some Tek Arrows and a Red Diamond. Head back a short way and go through the flags and across the stepping stones, grabbing the Yellow Tokens on the way. On the other side directly ahead is another wasp nest hanging from a tree. Blow the nest for some Health and then kill the wasps.

Next go left into the muddy water and go around the perimeter right, past a portal to collect some Arrows. Follow the wall until you come to a line of Red Tokens leading into a small cave where

you can see a Satchel Charge and two Health. Go in cautiously because a worm is lurking under the water. Kill the worm, grab the Charge, and another worm appears outside the cave. Kill him, go out, right and return to the bank.

Once out of the water, turn left and then right to enter the first small building. Blow the three barrels for Health and two Clips then go to the second building, kill the Endtrail and blow three more barrels for more Health and two more Clips.

Proceed past the buildings to a small bridge ahead of you where an Endtrail will come at you. Kill him and go across the bridge to a cage where the first Prisoner is being held. Blow the lock off



LEVEL WEAPONS

SHREDDER

This one is floating above a platform immediately you exit Teleport Two.



PLASMA RIFLE

On a platform behind a building which you reach via a narrow ledge just after Teleport Five



Although big, the hulk proves to be no match for your Shotgun. Open heart surgery has nothing on this!



The gunners are a nightmare as they have an extremely rapid rate of fire. Fortunately they're not too bright..



These bridges drop into the water if you stand on them for too long, jump off as soon as you can.



TOP TIP

FIRST SATCHEL CHARGE

In an alcove in the muddy water near to two low buildings, the first caged prisoner and Teleport Two. The charge is guarded by a mud worm, so proceed with care!



This time you're looking for three Level Five keys. They're not too hard to locate, but you'll usually get attacked by something when you collect them.

the door, enter and touch the unfortunate warrior in order to free him.

Go behind the cage for some Ammo and go back onto the bridge. Don't go all the way across, instead jump across to the ledge to the left for some Yellow Tokens and to the low rock for another. Jump up onto the higher rock and across to the platform with the ladder on it. Go up the ladder to get to the grey building you saw at the start which is guarded by a Hulk. Kill the Hulk and go round to the left side where four padlocks bar the door. Blow the locks to open the door to the first armoury and go inside to enter Teleport One.

TELEPORT ONE

You appear in a room with a Flashlight and several red boxes. Grab the Flashlight and follow the passage up and around to the left. When you come to a junction which is blocked by a red box go right, along and up into an area with even bigger red boxes. The next bit needs to be done quickly. Touch the biggest red box to plant the first Satchel Charge then turn and run as fast as possible back to the teleport before the boxes explode. Once you're safely out, go back in and retrace your steps to where the red box was blocking the corridor for a Red Health. Grab the Health and then exit back through Teleport One.

Make your way back to where the Prisoner was caged and cross back over the bridge towards the two low buildings. Turn right just before you get to the buildings to go along the platform and into Teleport Two.

TELEPORT TWO

In the next area, grab the Clip from behind the teleport and move forward to where you can see more disappearing

bridges. Run across the first bridge to the platform in the middle.

If you look up you can see a weapon suspended in the air above you, but you can't get it yet so continue along the next bridge to the other bank where there's a Mag 60, an Ammo Clip to your right and a ledge with Arrows on it to the side which you can't get onto yet plus a rock throwing Hulk. Kill him and go forwards to a grey building on the right and follow it round to the other side but keep your Shotgun handy because two Hulks leap out from inside and attack. Inside the building are three Health pick-ups.

Just in front of the building entrance look upwards and shoot the net which is suspended from a wooden log for an Ammo Clip, a Tek Bow and Shotgun Shells. From where the net dropped, turn around and go past the flag onto a walkway across the mud. Follow the walkway along and you come to deadly water on the right and a tower ahead. Up in the tower a Juggernaut snipes at you, so take him out with the Tek Bow.

Take the left fork at the junction and follow the path to the rock ramp and up along a platform containing Health to the Arrows you saw earlier. Continue upwards and you come to the first save portal which is guarded by a gunner, kill him and save the game.



This extra from the film Dune is the Mud Worm. They can't actually move so they're fairly easy to handle although they can surprise you if you're not alert.

**PLAYERS**

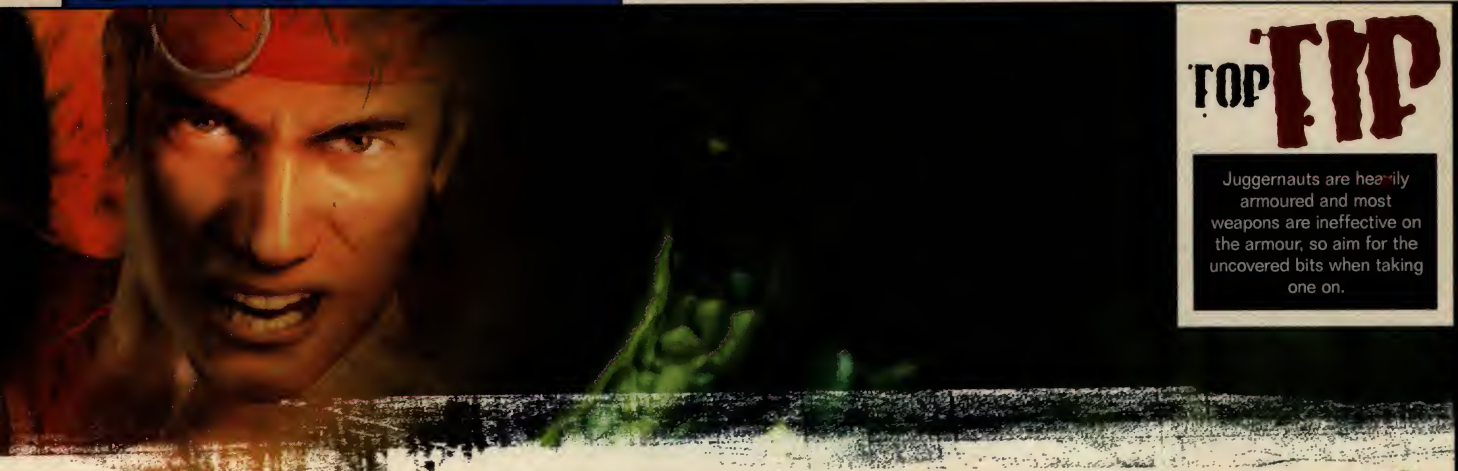
1-4

**CART SIZE**

128M

**MEMORY**

No

PUBLISHER:
DEVELOPER:Accallaim
Iguana**GAME TYPE:**Shoot-'em-up
USA**RELEASED:**
PRICE:Out now
£39.99**TOP TIP**

Juggernauts are heavily armoured and most weapons are ineffective on the armour, so aim for the uncovered bits when taking one on.

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Come out of the save portal and go right, collecting the Clips from behind the boulder and follow the path towards the sound of the wasps. Kill the wasps and blow the nest for some Health and follow the line of Yellow Tokens around to the right for the second Level Five Key but be ready to fight as two Endtrails attack from the rear when you collect it. Kill them and go back to the junction where the wasp nest was and take the other route, collecting more Yellow Tokens until you meet a gunner on a plateau. You find yourself above the Shredder which was the weapon you spotted as you emerged from teleport two, so jump across to the platform below, collecting it as you fall. The Shredder replaces the Shotgun in your inventory.

Return to the junction of the path across the mud where you previously went left and this time go on and then right at the second junction just past the first and go behind the pillar for some Tek Arrows. If you look across the water you can see another cage and a new weapon, but you can't reach them from here, so go back to the junction and turn right, collect the Shotgun Shells and get onto the bank. Turn immediately to the right as a Juggernaut comes through the wall of the building at you. Kill him and enter the building just to the left, kill the Endtrail and grab the shells and the Yellow Tokens from the corner.

If you go out of the other exit of the building you can grab a Clip from behind a plant. To the right of the building that the Juggernaut came from of is a Red Health and either side of the hole are some Clips. Go through the hole he made and blow the barrels on the right for a Red Token and two Clips, then go down the corridor and into Teleport Three.

TELEPORT THREE

In the new area, collect the Shotgun Shells from behind the teleport, go forwards and then left and kill the gunner you encounter there. You pass an inactive Breath of Life platform on your right and come to a wasp nest and bridge ahead of you. Kill the wasps and blast the nest then approach the bridge, kill the Endtrail who comes across at you then go across the bridge which will



Most parts of this level look fairly ominous. Aside from the odd small building and some tattered flags, there's not much sign of human habitation at first.

take you across a wall running around a muddy section. Jump up onto the left section of the wall for some more Health and continue down the bridge and kill the Endtrail that's waiting further along.

At the lowest point on the bridge jump off to the left and grab the Clips, killing the Mud Worm that appears, continue around the outside wall, kill another worm, grab some Yellow Tokens, continue along, kill two more worms and then grab the Health they are guarding then go back and get on the bridge and carry on along it up onto a green platform – killing another Endtrail who's waiting there if you haven't already. From this platform go right along the other section of wall to grab the Shotgun Shells and then return to the green platform and go right to enter a new building which has a yellow flag marking the entrance.

Once in the building go around to the left where a Hulk attacks. Kill him and continue on into another open area, preparing to kill the Juggernaut who breaks through the wall on the right.

When the Juggernaut is dead, go through the hole and right to collect the Shells from the courtyard then turn and go back left and out into another open area. Go to the left of the building directly ahead of you to find some Health and go into the same building for some

more Health, some Yellow Tokens and another Juggernaut. Kill him and follow the room to the end to find four barrels. Blow them for two Clips, some Shotgun Shells and some Health. Go back out of the building to where you can see an inactive Breath of Life platform and go left along the narrow ledge with the Yellow Tokens on it to find the second save portal, some Shotgun Shells and a Clip behind a tree. Save the game and go back along the ledge, past the Breath of Life platform and up to the base of a big tower where a gunner shoots at you. To the right of the tower are some Yellow Tokens and in the tower are some Tranq Darts.

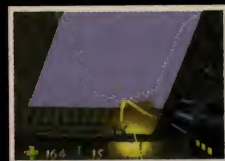
Turn right at the top of the ladder and look across to the roof of the building. Jump across to the roof and collect the four Red Tokens and a Red Health and go to the south side of the roof to cross a narrow log bridge with Yellow Tokens on it. Before you drop down the other side, shoot the Raptor that you can see then drop down into the area and go along it to the right to find the first closed Warp Portal.

Return to the tower and as you approach go left onto the bridge, stopping in the middle by the wall to kill the Endtrail and collect the Health from the wall on both sides if you need it. Carry on along the bridge until two Hulks jump up from front and behind,

**LEVEL WEAPONS**

GRENADE LAUNCHER

Strictly speaking, this weapon was new to Level two, but you couldn't collect it! This one is on the spit of land just past Teleport Seven where the second prisoner is caged.



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The flashlight is useful although it's just as effective to turn the brightness up on the options menu.



MISSION OBJECTIVE

FIRST ARMOURY

You can actually see this building from the start position, but you need to go quite a long way round to get to it. Blow four locks off the door to open it and plant the satchel charge on the biggest red box you can find at which point you have five seconds to get back to the teleport and escape before the whole place blows sky-high!

smashing the bridge and ambushing you. Explore the mud to either side for an Ammo Clip and a Health then continue along the bridge to the other side past a teleport and right to the Warp Portal Switch which is guarded by two gunners. Kill the gunners and hit the Switch then return back across the water, up the tower, onto the roof, across the log and down then right and into the now-open Warp Portal.

In the by-now familiar room go up the ramp ahead, cross the extending platform to the centre disc then back up quickly into your original room as two doors open and two cyclops attack. Kill them and return to the centre disc then use your Tek Bow to blow the heads off the two blue cyclops who are standing in the two rooms at the side. This opens the door opposite the one you came in, releasing a red cyclops. Kill him and use the Tek Bow again on the two blue cyclops in the room that the red one came out of.

When they die, a door opens behind them revealing another red cyclops guarding the next Nuke Piece. If you have any Tek Arrows left, pick him off from where you are standing then collect the Nuke Piece and go into the teleport in order to exit the warp portal.

TELEPORT FOUR

Once out of the portal make your way back to the tower, left across the bridge and into the next teleport, stopping at the save portal along the way to save your progress if you want to play it safe. Enter Teleport Four.

In this area you must kill the Hulk who is on your right as you emerge in order to stop him throwing rocks, and take the walkway on the left (the one with the posts) and follow it along – killing the gunner that you meet part-way – to the end. Along the way you should be able to spot the next Satchel Charge. As you reach the next bank a Hulk explodes from a hidden pit, so kill him, then search the area for Yellow

Tokens and climb the tower then jump across to land on the wall which was blocking your progress to the area with the charge.

Grab the Clips from on top of the wall and drop down and walk forward to collect some Health and the second Satchel Charge.

Climb back over the wall using the ladder and return to the teleport, and this time go along the walkway on the



No keys required for this level. Instead simply brute force needs to be administered to the locks with a suitable gun.



PLAYERS
1-4



CART SIZE
128M



MEMORY
No

PUBLISHER:
DEVELOPER:

Accalaim
Iguana

GAME TYPE:
ORIGIN:

Shoot-'em-up
USA

RELEASED:
PRICE:

Out now
£39.99



The hulks don't just run straight at you. Some of them stop and throw boulders in your direction.

right, jumping the broken section in the middle to avoid the deadly water, climb the next tower and go along the narrow log bridge collecting the Yellow Tokens to come to the next armoury. Blow the locks off the door to reveal the teleport inside. Enter Teleport Five.

TELEPORT FIVE

You appear in an area with a Flashlight and more red boxes like the first

armoury. Grab the Flashlight and go up the tunnel, taking the left fork at the junction. At the next junction go straight on and as before plant your Satchel Charge on the biggest red box by touching it then run back to and into the teleport. Return to the armoury through the teleport and grab the Health which is at the end of the tunnel ahead then go back and exit through Teleport Five. Return to the tower which you climbed



The juggernauts are one of the less-friendly of the creatures that you meet on this level. And they all carry a pretty hefty sword too!



WARD PORTAL

FIRST WARD PORTAL (PAKE)

The Switch for this portal is just past Teleport Four and you need to jump from a tower by a breath of life platform to get to it. Once inside, you are attacked by various cyclops, but the cramped space means they can't all attack you at once. Several of them can actually be picked off before they even move with your Tek Bow if you have any Arrows left. You get the third Nuke Piece once you've dealt with all the cyclops.

to jump across for the Satchel charge and go south from here along a spit of land to another line of disappearing bridges. Jump onto these and race along to the next piece of dry land.

Look behind the plant on the right for some Ammo Clips, collect the Yellow Tokens and cross the next bridge to the left, killing the Juggernaut who attacks you halfway across. Follow the bridge up to the gate, turn left and jump onto the ladder hanging down from the tower. Climb to the top and kill the gunner who's waiting for you, then jump over the wall into the area down below. To the left of the doorway in front are Shotgun Shells and an Ammo Clip.

Proceed carefully around the edge of the building from this point and you come to a round ledge at the back on which is standing a Plasma Rifle and some Red Tokens guarded by a wasp nest. Shoot the nest, grab the Rifle and head back around and into the building where you find Yellow Tokens and Health in front of you, three barrels to the left, one to the right and a teleport and Juggernaut that are just visible in the darkness ahead.

Shoot the barrels for three Clips and two sets of Shotgun Shells then blow



MISSION OBJECTIVE

FIRST CAGED PRISONER

This guy's cage is just past the platform on which Teleport Two stands, looking out over some muddy water. You need to blow the lock off the cage to open the door then touch the prisoner to free him.



TOP TIP

GLUG EAGLE FEATHER

At the end of the wall you get onto by climbing the ladder next to Teleport Nine.



It's worth exploring the harmless mud for Ammo and Health. However you need to be alert because the Mud Worms are all over the place.



Some of the monsters die particularly impressively. Like this poor fellow who's lost the top-half of his body!

TOP TIP

SECOND SATCHEL CHARGE

You'll find this explosive not too far past Teleport Four. It will be behind a wall which you need to jump onto from a tower to pass.



This charge isn't in too tricky a place to find, though careful jumping is needed to get to it.

away the Juggernaut who has been alerted by the noise. Go through the door into the room with the teleport and right to find some more Shotgun Shells then enter Teleport Six.

TELEPORT SIX

In the next area there are two Clips and some Shotgun Shells behind a plant on your left. Ahead of you a bridge leads downwards and a gunner is in a tower on the right. Use your Plasma Rifle to take out the gunner and go down the bridge, killing a Juggernaut. You come to another tower, this time on the right. Kill the

gunner in the new tower and then dispose of the next Juggernaut who runs at you and carry on to the far bank where a wasp nest is directly ahead. Kill the wasps and blow the nest for some Health plus look behind the tree for even more Health.

Go right towards the next tower, to the left of which along a very narrow ledge is a Shredder and some Tokens.

Go forwards and follow the line of Yellow Tokens, jumping across the gap to the other side, using the map to help you jump if you need it.

On the other side walk up to the next building on the left where a Juggernaut busts out. There is an Ammo Clip down the side of this building if you need it. Opposite the building on a pillar just across from the edge is another Plasma Rifle which you can jump across to and collect if you need to. Inside the building where the Juggernaut was are five barrels containing two Healths, Shotgun Shells, a Plasma Rifle Clip and a Mag 60 Clip.

Come out, turn left and go along until you come to another opening. Enter the building and kill the gunner, continue through into the open, grab the Shells, go up a ramp, killing the Juggernaut that attacks. At the top grab the three Health, pick-ups and enter the save portal to save the game before going into Teleport Seven.

TELEPORT SEVEN

You emerge with a tower in front of you, a tower to the right and a big drop to the left. There is a gunner in the tower on the right and a Hulk hidden in the ground between the two towers. Edge round and shoot the gunner then blow the Hulk away as he emerges and grab



To get to the first warp portal you need to jump from this tower to the roof of the building across the way. Fortunately there aren't spikes or anything to fall on.



PLAYERS

1-4



CART SIZE

128M



MEMORY

No

PUBLISHER:
DEVELOPER:Accalaim
IguanaGAME TYPE: Shoot-'em-up
ORIGIN: USARELEASED:
PRICE:Out now
£39.99

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The red cyclops are the most vicious and most powerful of the creatures you can expect to meet when you pass through the fake warp portals. Show no mercy, kill them all!

some Health from the pit he came from. There is Ammo to the right of the tower which was in front of you when you emerged from the teleport.

Just past the Hulk is a gateway leading onto a bridge. Just behind the tower which the gunner was stationed in are three Clips. Proceed forwards onto the bridge, and continue forwards until three Fireborn attack. Kill them and

carry on forwards and you are confronted by two gunners. Kill them and continue, only to be attacked by three Hulks. Kill them and carry on once more and as you reach the far side a Juggernaut attacks you. Kill him and proceed onto the bank past towers on the right and left, ahead of you two more Juggernauts in towers flanking a large closed gate snipe at you. Grab a



The fake warp portal is where you find a Nuke Weapon piece. Unfortunately the guardians aren't all that friendly...



You need to make use of a tower to jump to an otherwise inaccessible area. Here you're aiming to get a satchel charge.

Shredder and four Red Tokens from behind the tower you just went past on the right, then turn and walk past the tower that was on the left to see a ladder leading downwards. Drop off and you find yourself by the caged prisoner that you spotted from the other side of some deadly water a while back. Kill the gunner who attacks you and then collect the Grenade Launcher from the edge of the platform along with some Red Tokens.

Turn around and blast the lock to open, the cage and touch the second prisoner to free him. Go back up the ladder and approach the large gate, killing the Juggernauts if you haven't already done so to open it. Proceed through the open gate, Pick up the Mag 60 that's on the right and go through Teleport Eight.

TELEPORT EIGHT

In the new area there is a closed gate ahead of you and passages leading right and left. Go down the short one on the left to collect the Yellow Tokens and Arrows then go back and take the right passage which is marked by more Yellow Tokens along until you find an Ammo box then turn left and go through the hole in the wall into an open area with a



When you place the satchel charge on the big red box, you've got five seconds to make it back to the teleport.



MISSION OBJECTIVE

SECOND ARMOURY

Not far from Teleport Four, on a platform reached by climbing a tower and crossing a narrow log bridge. As before, make your way to the biggest red box and touch it to plant the Charge then run like hell back to the teleport. Again, once things have calmed down, return to discover a Red Health.

SECOND CAGED PRISONER

Exit Teleport Seven, cross a long bridge and drop off to the right to get this chap. He's guarded by a gunner you need to take care of before you blow the lock and rescue him.

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You get to the Shredder by making your way along a narrow ledge. It's worth the risk though.

TOP TIP

THIRD SATCHEL CHARGE

On top of the fifth prisoner's cage, which must have been a little unnerving for him. You get to it by climbing a ladder near Teleport Nine and following the wall along.



Use the Satchel Charges that you find in conjunction with the red boxes in order to explode holes in walls and access various new areas.

cage in front of you. Go left past the cage into a wider area where you can see another cage and a Hulk attacks you. Kill the Hulk and look right and up to where a Juggernaut starts sniping then explore the area to find a gunner who's wandering about and dispose of him too. Blow the locks off the two cages and enter to free prisoners three and four.

Turn around and go west out of the area past the left side of the cage that you saw as you came through the hole, following a line of Yellow Tokens. Kill the Hulk who attacks you and continue along the path, killing the Endtrail who snipes at you from a ledge on the left until you come to a wasp's nest. Blow the nest and the wasps for some Health, grab the Ammo Box from behind the plant on the left and jump across the water by the tree to the short ladder on the other side.

At the top a walkway leads to the right but ends at a dead-end where you find some Health. A hole in the wall lets you into an open area, and the jagged wall to the right acts as steps. Leave this area for a moment though and instead head left along the other narrow walkway, following it around to find some Grenades. Next head back and through the gap in the wall, kill the Endtrail who's waiting there and head left. Grab some Shotgun Shells from behind the plant in front of you and go through the doorway ahead to find an area containing the last cage and a Hulk. Kill the Hulk and proceed around the right side of the cage where two more Hulks will lob rocks at you.

Kill them, then blow the lock off the cage and free the fifth and final prisoner, then continue past the cage and head to the right to where you will encounter two Endtrails, one will be the ground and one is sniping at you from a perch on the left. Kill them both and grab the Health from behind the bushes on the left then look right to see Teleport Nine.

Opposite the teleport is a ladder, so climb it and go along the wall to the left, back the way you came. If you need extra Health you can jump to the right from the wall onto the roof of one of the cages you opened earlier and collect an Ultra Health, but you then have to come all the way back round to get back on the wall. Follow the wall along, up, down and around, killing any Endtrails you meet on the wall and jump onto the fifth cage you just opened to collect the last Satchel Charge.

Next continue along the wall and go right where it branches to find the Blue Eagle Feather. Retrace your steps to where the wall branched and take the other route then follow the ledge you come to left until you reach an area with three cages hanging up and a broken wall which forms steps. Climb the wall and go along it to find and activate the warp portal Switch, then shoot the chains holding each of the cages to drop them to the ground and gain you three

Red Tokens from each!

Go back along the wall to where you found the Feather and drop down, then climb the next wall and go along it and across a narrow bridge to the second warp portal which you have just opened. Enter it.

Go to the altar and offer the Blue Eagle Feather in order to gain the Breath Of Life Talisman which lets you swim in the otherwise deadly water. Collect the Talisman from the alcove and leave.

Once out of the warp portal, head back to Teleport Nine and go through.

TELEPORT NINE

Teleport Nine takes you to the other side of the gate where you are attacked by a Juggernaut. Kill it and if you look left you can see a new symbol marking the Heart of Truth platform. Go up a ramp then round to the right into an area where a Hulk attacks and you'll see a teleport up on a ledge in front of you. Go through the door on the right after you've disposed of the Hulk, kill the wasps and destroy their nest.

Go up the ladder which and at the top where you can see the teleport you spotted down below, go across the bridge to your left where you will find another Eye of Truth platform and the



This weapon is pretty easy to get to, although it's not advisable to drop off the edge of the platform it's standing on.

PLAYERS
1-4CART SIZE
128MMEMORY
NoPUBLISHER:
DEVELOPER:Accalaim
IguanaGAME TYPE:
ORIGIN:Shoot-'em-up
USARELEASED:
PRICE:Out now
£39.99

TOP TIP

Make sure you know exactly what route to take before you plant the bombs in the Ammo dumps, as five seconds doesn't give you long enough to take a wrong turning!

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You don't need to mess around looking for keys on this level. To open the cages that the prisoners are being kept in, simply blow the lock off with your favourite weapon.

third armoury. Blow the locks off the door and kill the gunner who's hiding inside then enter Teleport Ten. Once again there's a Flashlight to collect and loads of red boxes. Follow the tunnel ahead and round down a slope to a junction then go right to get to the room with the huge red box, plant the charge on it and race back and out of Teleport Ten.

TELEPORT TEN

This time, don't bother going back inside, as there is nothing to collect. Instead, go back across the narrow bridge and through Teleport Eleven. In the new area, go forwards and ahead at the junction and behind the tree in front of you are some Scorpion Launcher Rounds. Grab them and go back and then left into a circular area where you



In order to free the prisoners once you've opened the cage, you need only to walk forward and touch them. It seems so easy, doesn't it?



WARD PORTAL

SECOND WARP PORTAL

Not far after Teleport Eight. The Switch to activate it is accessed by climbing a ladder near Teleport Nine. When you enter and off the Blue Eagle Feather you are granted the Breath of Life, allowing you to swim in certain areas of deadly water.

find the third Level Five Key and three Shotgun Clips. Grab the Clips and then pick up the Key but be prepared for the Raptors who leap out of four previously closed doorways to each side and attack you.

Once you've killed the Raptors, check behind the doors they came through for loads of Health, an Ammo Box, Shotgun Shells, a Plasma Clip and Tek Arrows. The door in front of you should have opened, kill the three Juggernauts to open the door ahead. Go through the door to find the exit portal. Enter it and get ready to Defend the Totem!

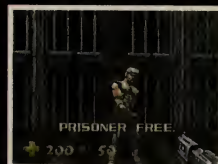
This time around the Totem is in a circular area and Juggernauts attack from a ramp on the left while gunners drop off a ledge to the left. Focus on the gunners who start firing very rapidly when they get close to the energy totem. When you have killed enough monsters, you beam back to the hub where you should save.



MISSION OBJECTIVE

THIRD CAGED PRISONER

Just past Teleport Eight in a clearing behind a wall where various dinoids roam about.



FOURTH CAGED PRISONER

Opposite the third prisoner in the same area.



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LEVEL
4

THE LAIR OF THE BLIND

The Lair of the Blind ones is a bit of a misleading name for this level – for a start, none of them are blind! They are very sensitive to light though...

You begin the level in a rock corridor with only one way to go. Move forward until you come to a pool of water. To the left of which is a Quiver of Arrows, a little way around from them is a Clip and on the other side of the pool climb the rock to a log at the top and pick up a Red Health and below which are some Shotgun Shells. Now leave exit the area via the tunnel which was opposite you when you came in, collecting the Plasma Rifle on the way.

The tunnel leads to an open area with a huge drop in front of you and walkways to right and left. Go along the path to the left where you find an inactive wind platform and Health. Go back to the right and pass along the other narrow platform, collecting some Tranq Darts from the path and shoot the Endtrail who snipes at you from a cave

high up, to your left. Grab the Clip which is behind a tree on the left and proceed down the ramp and along the path at the bottom, killing the two Demonclaws that attack you and emerging into a wider area with a huge hole in the centre. Go round to the right and shoot the first two barrels for Shotgun Shells and Health then follow the wall around and you can see a Primagen Key on the ledge above, but you can't reach it yet so continue around the clearing and shoot the barrel for a Plasma Rifle Clip and the next two for two Ammo Clips. Return to where you came in, run forwards and drop into the hole.

You land on a platform in a cave with waterfalls in front of you and a dinosaur skeleton, left of which is a tunnel to go down. Kill the Fireborn who lumbers into sight as you progress and the tunnel curves uphill. Kill the Endtrail who attacks you at the top and make your way to the left to find a wall with logs sticking out for footholds and three Yellow Tokens. Climb the wall to get to the ledge where the Endtrail sniped at you earlier and collect two Health. Turn around and make a running jump

forwards onto the rock below then jump to the wall on the other side and climb up to get a Plasma Rifle.

Return to the cave with the dinosaur skeleton in it and make your way to the right where under a waterfall is a tunnel with a row of Yellow Tokens. Follow the Tokens and turn left for a Health then continue along the line of Tokens until you come to a hole in the floor with Yellow Tokens. Drop down Hole One to the tunnel below.

Go forwards and at the end of the tunnel you'll see Teleport One.

TELEPORT ONE

This beams you to what seems to be a sealed room, but when you walk forwards a tunnel opens and you find you're back up in the room with the dinosaur skeleton. Rather than going through the teleport, go left down a corridor which leads to another false dead end when the wall opens into a small room with Shotgun Shells and an Ammo Box. Ahead of you a tunnel leads down and an Endtrail attacks. At the end of the tunnel is an open area with water in it.

MISSION
OBJECTIVES

- Seal Three Thermal Vents
- Defend The Energy Totem

KEYS
TO FIND**FIRST LEVEL SIX KEY**

Off of the huge room with the narrow ledge running around the side of it.

SECOND LEVEL SIX KEY

Follow the rock bridge forwards and then right at the wall from where you find the cerebral bore. Keep going to find this key.

THIRD LEVEL SIX KEY

Right before the end of level portal, you can't miss it!

FOURTH PRIMAGEN KEY

On a ledge not far from the start. You need to have the purple Eagle Feather from level five before you can collect it though.



You encounter water fairly early on in this level. Although this is only a shallow pool, rest assured that water is a running theme throughout.

PLAYERS
1-4CART SIZE
128MMEMORY
NoPUBLISHER:
DEVELOPER:Acclaim
IguanaGAME TYPE:
ORIGIN:Shoot-'em-up
USARELEASED:
PRICE:Out now
£39.99

OIVES

TOP TIP

Repeatedly tap C Up to swim faster

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You need to remember where this symbol is so that you can return to it when you've been awarded the whispers amulet.

Drop down, get onto the bank on the left and kill the Spiders that jump from the holes in the rocks until they stop coming. A Demonclaw is lurking in the water to the right.

A bit further along the bank from the Spider holes is a Red Health to pick up, jump into the water and swim to the bottom to collect the Harpoon Gun which takes over from your Warblade unless you specifically select the slashing weapon. At both ends of the pool you'll find Ammo Clips and there is a ramp at the far end and a hole beneath it.

Swim into the underwater hole and take the right route into a small area at the far end of which is the first Warp Portal Switch. Hit it and head to the surface for a quick breather in the small air gap near the roof, then go back to the junction and swim the other way and upwards, collecting Yellow Tokens as you go and you surface in a fairly large room.

Take the ramp to the right and kill the Endtrail who's patrolling it. Follow the ledge which bends round to the left and comes to a log bridge. Cross the bridge, collecting the three Health on the way and cross the second bridge to a platform facing another climbing wall. You need to jump from your platform to get to the wall and then climb up to the platform above.

At the top are some Shotgun Shells and another bridge leading to the left. An Endtrail attacks you from the far side as you cross, so kill him and go into a tunnel and follow it until you come to a long drop below which an Endtrail is wandering. Kill it then drop down.

To your left as you land is a Health and a Plasma Clip and to the right Shotgun Shells and an Ammo Clip. Head into the tunnel that the Endtrail was guarding, down two ramps and into an open area with more Spider-holes. Make your way down the room, killing Spiders as you go and climb the wall at the end.

At the top of the wall, follow the new tunnel into a bigger area with even more Spider holes and also a Fireborn lurking by the next tunnel. Climb the next wall which the Fireborn was guarding and follow the tunnel to another cave where



Waterfalls on this level sometimes conceal tunnels. That means you need to check every one that you come to.

the first Blind One attacks. Kill him and collect the Tranq Gun that's in front of you and follow the room around to the right, climb the next wall and drop down for some Health, then continue to until you're attacked by a Fireborn. Grab the Arrows and some Yellow Tokens that are on the left and go right into the next tunnel where another Blind One attacks. Kill him and follow the tunnel onto a ledge which leads through a room of waterfalls. On the right as you enter is a Health; follow the ledge round to the left where a third Blind One attacks you. At the end of the ledge are some Shotgun Shells so grab them and go left, following the ledge, grab an Ammo Clip and pass into a cave which contains the first Warp Portal. You've already activated the portal, but you need the Red Feather before you can do anything, so leave and go back out of the cave, making a note of where it is.

Return along the ledge until you're standing over the water below and jump in. Explore the water for some Health and a Clip then head to the east end of the area to find a ramp and some Yellow Tokens. Climb the ramp to an area with two barrels in front of you and a Shredder and some more Health to the right. Blow the barrels for a Clip and a



Very close to the start of the level you first see the Primagen Key. Unfortunately Turok can't pull himself up!



The holes set into the rock on this level release wave after wave of spiders at you and you can't stop them!



LEVEL WEAPONS

HARPOON GUN

Found in the deep pool in the first room with the Spider holes.



CHARGE DART GUN

On top of a platform reached through a closed underwater tunnel, not far past Hole Two.



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TOP TIP

RED EAGLE FEATHER

Just past Hole Three on top of a floating platform in a room in which water is pouring down a hole in the middle. Jump up the platforms and walk along a waterfall to get to it.



Red Token, then move along the platform for the Shredder and on the wall to the left you should see a new kind of Switch. Hit the Switch and climb the wall just to the left of it.

TELEPORT TWO

At the top of the tunnel you are confronted by a Mud Worm, so kill it and take out the Spiders who attack from a passage on the left. Ahead of you can see Teleport Two but don't go that way yet as it takes you to the room which you would have entered had you climbed the ramp in the room with the first Spider holes. Instead go left down the passage that the Spiders emerged from and go right where the corridor forks to get to another hole in the floor. Drop down Hole Two.

TELEPORT THREE

Behind you is a room with a teleport and Shotgun Shells. This is Teleport Three, however it takes you back up to where you dropped down Hole Two so don't go up it unless you need Health, as there is some in the room where you appear. If you do then when you exit the room to return to Hole Two, get ready for a surprise because a new monster – a Fat One – is waiting for you.

Ahead of you when you drop down Hole Two is a junction from which three corridors lead off and also a barrel. Shoot the barrel for some Health and take the right tunnel for some more. Follow and it brings you back into the junction area through the second opening. Take the third corridor and collect the Mag 60 then proceed into the room beyond where the tunnel closes behind you and a large Spider drops from the ceiling, spitting acid at you and slashing with his front talons if you get too close.

Kill the large Spider and two openings appear in the walls. One is an alcove which houses a Grenade Launcher and the other a tunnel. Collect the Grenade Launcher and the Quiver of Arrows which was on your right, then shoot the barrels for a Plasma Clip and some Shotgun Shells. Exit the room collecting the Health – at which point the tunnel you came in through re-opens – and follow it to the left and into a new area where two Endtrails and Spiders attack. As you enter the room, the ground



The harpoon gun is useful under the water as it allows you to pick off swimming enemies from some distance away before they can get in and do any damage.

begins to shake. On the right are two Yellow Tokens and a ladder leading to some water. At the end of the room is another new Switch. Hit the Switch to open tunnels to the left and right of the water where the ladder is and Spiders attack. Take the left tunnel, grab the Health and follow it down and round, killing a Demonclaw on the way. At the end of the tunnel look up and you see a Switch. Shoot it and go back and into

the other tunnel, kill the next Demonclaw and look up and shoot the second Switch to open a gate in the water which you reach via the ladder. Drop down into the water and go along the tunnel, collecting some Health on the way and go up the ladder at the other end of the tunnel.

Grab the Yellow Tokens and climb either ladder next to the Switches that you shot from below. At the top on one



Instead of the teleports transporting you to the next part of the game, this time you travel via holes.



PLAYERS
1-4



CART SIZE
128M



MEMORY
No

PUBLISHER:
DEVELOPER:

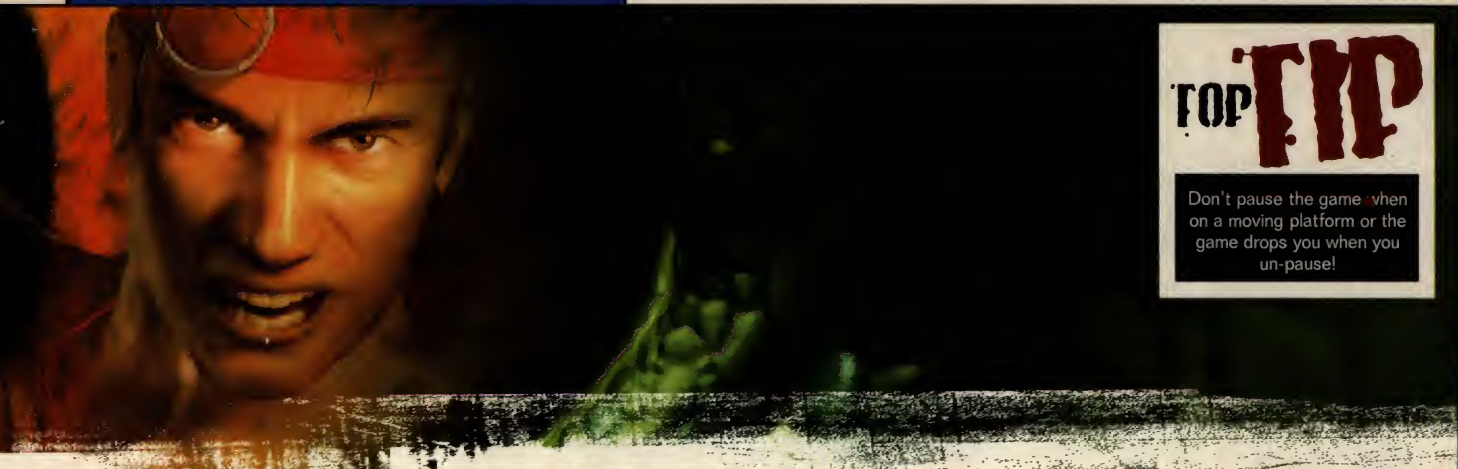
Acclaim
Iguana

GAME TYPE:
ORIGIN:

Shoot-'em-up
USA

RELEASED:
PRICE:

Out now
£39.99



TOP TIP

Don't pause the game when on a moving platform or the game drops you when you un-pause!

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The Blind Ones are vicious creatures who, despite their apparent sight problems, don't seem to have any trouble in chasing you!

side of the platform is a drawbridge and on the other a new weapon, the Charge Dart Rifle. Grab the Rifle and cross the bridge to where a Blind One confronts you. Kill him and walk forwards into a high-ceilinged with the Cave Door Key in the air above the room with the cave door in it. Jump forwards to get the Key, dropping into the room below as you do so and touch the keystone in front of the door to open it, revealing a

Fat One who attacks you. Kill the Fat One and pass into the room beyond, where there are Crystals jutting from surfaces all over the room and a barrel to the left.

Blow the barrel up to drop the column of rock down, bridging the gap across the bottomless chasm. Pass cautiously across the new bridge and run and enter the tunnel with the Health in front of it. Follow the tunnel to the next area in



Not content with just three types of spider, here the game designers have added a fourth, incredibly large one!

which is a ledge across another gap. More rocks drop from above and you are about to be attacked by three Fireborn. To kill them, run to the centre of the ledge where a Mag 60 is standing, and pick them off from there. Continue to the other side of the room, grabbing the Shotgun Shells from the right and enter the next tunnel. Follow the tunnel up and round until you get to another open area where more rocks drop and a Blind One is walking. Pick him off then follow the bridge of rock across to the next tunnel.

Follow it around and up to another rock bridge with a Fat One patrolling it. Run across the bridge into another tunnel. Follow it to the end where an Endtrail is waiting with his back to you. Kill him and emerge onto a ledge, follow it round, killing any Spiders and go past the first tunnel, progressing to another tunnel in which a huge Spider guards the Flame-thrower. Kill the Spider, grab the Flame-thrower and go back along the ledge to the tunnel you just passed. Go in to find the first Level Six Key, but when you collect it have the Flame-thrower ready as four Clawfeet attack from four doorways in the wall. The entrance you came through also closes.

Kill the Clawfeet and collect the Charge Darts, Shotgun Shells, Pistol Ammo and Plasma Clip then go down the tunnel collecting Red Health on the way and to the gate ahead which opens after a bridge has dropped down on the other side. Cross the bridge and the gate at the other side opens, revealing another Fat One. Kill him and continue killing the Spiders who attack and shoot the Fat One who snipes at you from the next area.

In the next area, a huge Spider is on a ledge at the other side of the room, but he can't get to you yet, so shoot him from the edge of your platform then shoot the barrel by the rock column to knock it down across the gap and pass across it. On the other side to the left is an Ammo Box, so grab it and follow the ramp up to first save portal to your right at the end of a short tunnel. Save the game! Blow the barrel for some Health, kill the Fat One who attacks and snipe the Blind Ones who are standing on the bridges, then go right along the bridge of rock which the Mag 60 is standing in front of.



LEVEL WEAPONS

TORPEDO LAUNCHER

Underwater just past hole five.



CEREBAL GORG

Not far past Hole Seven, when you come to a plateau, take the narrow ramp hidden behind a boulder on the left and follow the ledges to find the first one of these.



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Yet another variation on the switches is the skeletal switch. This one actually looks quite cheerful for some reason.

You come to another closed gate so shoot the Switch on the wall to the right to open it and kill the two Demonclaws who attack when it opens. Enter the tunnel and go along it and onto another rock bridge and across to a short tunnel, past which is another locked gate which opens when you shoot the Switch. If you need Health collect the Red one that's in the tree then return to the locked gate and blast the Switch to open it.

Collect the Shredder, kill the two Demonclaws and follow the new tunnel around and to the right at the junction, taking you to Hole Three. Drop down it.

TELEPORT FOUR

Directly ahead of you down the corridor is Teleport Four which takes you back up to the top of Hole Three go right before you reach the teleport, killing the Spiders who pursue you and follow the tunnel, killing an Endtrail on the way. You come to a room with water pouring down a hole in the middle and platforms hanging in the air on one of which is the Red Feather.

(Note: If you fall off while doing the next bit, then follow these directions – drop through the hole in the middle of the room into more water, follow the water to another waterfall and drop off. Go left under two rock bridges and drop off the next waterfall then go left underwater to find a submerged teleport. Pass through it to get back to

the top of Hole Three, where you can drop down and go back to the room with the Feather.)

Jump round the platforms until you come to a waterfall and jump across to it, follow the tunnel you find there, killing Spiders until you come to an Endtrail. Kill him and move into the open area where two Demonclaws attack then drop off the edge to the water below and turn right and walk to the edge of the waterfall where you can jump to the Red Eagle Feather. Grab it make your way back via the teleports to Teleport Two then go forwards through the level to the first warp portal and enter and make the offering to obtain the Heart Of Fire Talisman which lets you walk on the otherwise-deadly lava.

Once you've got this, return to the room where you found the Feather and drop down to the water below then drop through the hole there into more water where you collect two Red Tokens and a Flame-thrower and are attacked by two Demonclaws.

Follow the room to another waterfall and drop off to find a Demonclaw. Go left under two rock bridges and drop off the next waterfall and explore underwater to find Yellow Tokens, a Harpoon Gun, Health and a submerged teleport. Don't enter the teleport, instead go to the north end of the room and shoot the Switch to open an underwater door and release two



WARD PORTAL

FIRST WARP PORTAL

Shortly before Hole Two, in a small anteroom off the large room with a rock bridge running through it and fairly deep water at the bottom. Offer the Red Eagle feather to receive the Heart Of Fire Talisman which allows you to walk over ordinarily deadly lava.

Demonclaws. Kill them and swim into the doorway then follow the tunnel that brings you into a dry tunnel. Follow this tunnel, collecting the Charge Dart Rifle and you come to the walkway that was above the Switch on which an Endtrail is waiting. Kill him and collect the Shotgun Shells then go left, grab some Health and go back into the rock.

Follow the tunnel to another walkway with more Shells and another Endtrail. Follow this one for more Health and pass back into the rock and you come to an open area with three barrels. Blow them for Shotgun Shells and a Clip then proceed left then right at the junction for two more barrels for a Plasma Clip and Charge Dart Rounds. Go back and take the other route to find another barrel with Health in it and a Tek Bow in front of a tunnel.

Grab the Tek Bow and the tunnel closes. Three huge Spiders attack you, taking it in turns to drop from the ceiling, spitting acid. Kill them to re-open

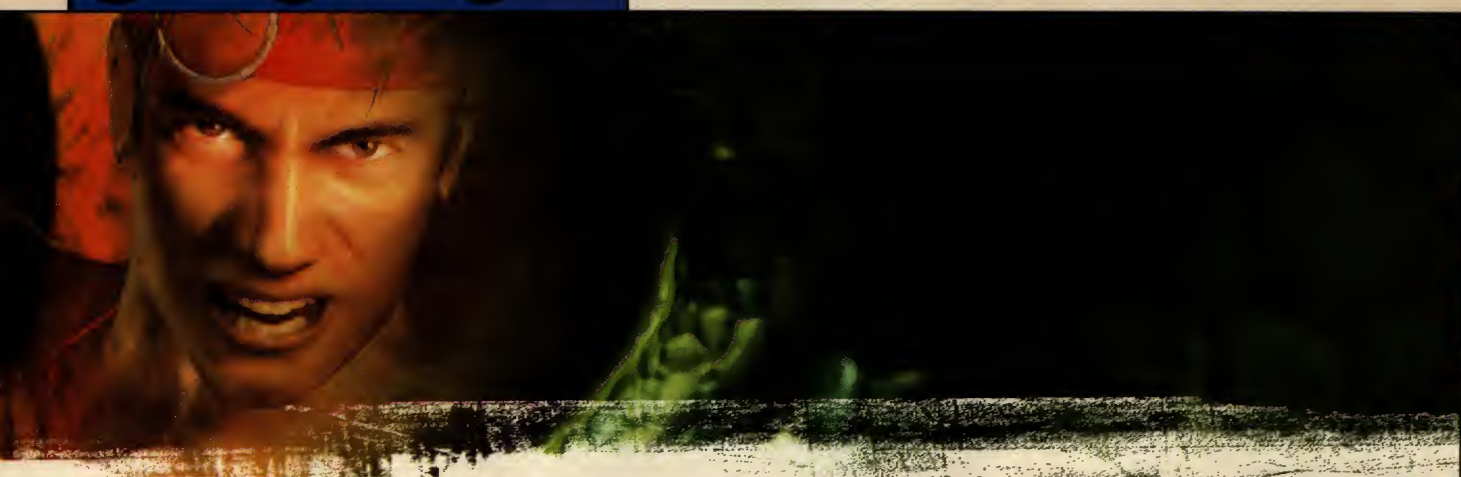


MISSION OBJECTIVE

FIRST FUGRIMAL VENT

The first vent room is accessed through a locked door at the bottom of Hole Four. Enter the room and go to the right to find a passage taking you up to a wooden platform which is next to a large rock hanging from the ceiling. Place the Satchel Charge on the rock by touching it then step back into the passage and the rock comes down, blocking the vent – easy as that!



PLAYERS
1-4CART SIZE
128MMEMORY
NoPUBLISHER:
DEVELOPER:Acclaim
IguanaGAME TYPE:
ORIGIN:Shoot-'em-up
USARELEASED:
PRICE:Out now
£39.99

the tunnel. Follow the tunnel along – killing the Spiders and Fat One that attack you – through a room with loads of Spider holes, down another tunnel and up to a closed gate which opens once a bridge has dropped down.

Kill the Blind One and cross over the bridge into the tunnel on the other side. Follow this and take the turning on the right to look down on the Second Cave Key. Jump down and collect it then turn and jump onto the wall in order to climb back up and go back to the main corridor and right.

In the next area kill the Blind One to open the next door and the three Clawfeet that attack you when it opens. Grab the Ammo and pass through the door and out onto a rock bridge where a Fat One will attack. Kill him and go across the bridge into another Spider-filled room and follow it to the end and right up a ramp onto another rock bridge where a Fat One and a Blind One attack.

Kill them and continue along the bridge to collect the first Satchel Charge and two Red Tokens. Kill another Fat One who's sniping from an alcove then jump from the rock bridge to the wall and climb into the alcove and follow the tunnel up and around, killing the Clawfeet until you get to a junction with a hole to the right and a dead-end to the left. Drop down Hole Four.



The charge dart rifle turns your enemies into manic dancers that jig about all over the place as electricity crackles through them.

TELEPORT FIVE

Directly ahead of you is Teleport Five which leads back to the top of Hole Four, so don't go through it. Instead go right and kill the Blind One then touch the keystone to open the door after collecting the Shotgun Shells. This door leads to the first Vent Chamber. Enter the chamber and you can see a Plasma Rifle in front of you, the vent hole in the middle and a ramp in a tunnel to the

right of the door. Go up the tunnel onto a wooden platform where to the left and right blind ones lurk in holes. Ahead of you a huge rock hangs down. Place the charge on the rock and stand back, then return to Teleport Five and go through.

As you emerge from the



This level features different switches to the ones you've encountered already. They're not always very easy to see.



LEVEL WEAPONS

FLAME THROWER

In a small cave guarded by a Spider, reached from a huge room with a narrow ledge around the side and rocks falling all about you.



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You find a lot of locked doors on this level. These will open when you insert a cave key into the keystone somewhere nearby. Got to find the key before you can use it though.

teleport, go back to the alcove you jumped to from the bridge and drop down to the water. Now make your way back, through the underwater door and across all the bridges until you reach the one you picked up the Satchel Charge. Carry on across this bridge then along the next tunnel, kill the Demonclaw and more Spiders and you come to another junction. Go right to get to Hole Five and drop down.

TELEPORT SIX

Teleport Six is ahead and leads back up to above Hole Five. Go left before you reach the teleport, down a ramp and to a hole in the floor which drops you into water. There are Harpoons, a Harpoon Gun and Health. Swim into the underwater tunnel and follow it, collecting Yellow Tokens as you swim to a room with two blocked tunnels and only one exit. Swim to the right down the only tunnel not blocked and up into a wide area with Health and Harpoons

Rocks drop from the roof in this section, so you really need to keep one eye pointed upwards whenever you make any moves. No easy task.



The vent chambers all look more-or-less the same. They have a hole in the middle and a tunnel to the right.

near the bottom and air at the top. Surface and climb onto the low platform then jump to another with Health on it and jump across to a rotating wooden platform from which you need to jump to the pegs on the wall leading to another tunnel at the end of which is a Switch which opens all the doors underwater.

Hit the Switch and drop back into the water and return to the room with the two underwater doors then go immediately left and head down the tunnel, straight on through the door you just opened and left at the next junction which brings you to a small room where you can surface again. Jump up to the tunnel via the turntable and the climbing wall and follow it to find the second Satchel Charge.

Drop down the hole, collecting the Red Tokens and go straight on and down the next hole back into the water. At the next junction, swim left, then right, then take the left tunnel as you enter the room with torpedoes in it. At the next junction go left again, then left again in the next junction room, and left again to grab the Health. Turn round and go left out of the tunnel with the Health and you come to another Cave Key. Turn right here and go straight on in the next junction room, then right at the junction followed by left to bring you to a room with a teleport, three Health, a Clip and Shotgun Shells. Enter Teleport Eleven.

In front is a keystone and some Shotgun Shells. Touch the keystone to open the door on the left leading to the second Vent Chamber. Enter the Chamber and collect the Shredder in front of you. Climb the ramp on the right and at the top touch the hanging rock to place the Satchel Charge then retreat to the tunnel to avoid the explosions. Return to the bottom, kill any Fat Ones and return through the teleport.

Enter the water and make your way to the junction room, go left and follow the tunnel find Cave Key Three. Go straight on from here then left in the next junction room to grab the Torpedo Launcher. Follow the tunnel and kill the Fireborn, climb out of the water into a room and shoot the barrels for Health, Shotgun Shells and a Plasma Clip and enter Teleport Seven.

TELEPORT SEVEN

Through the teleport, kill the Blind One and touch the keystone to open the door and kill the four Clawfeet. In the next room, blow away the barrels for Shotgun Shells, a Plasma Clip and Health and hit the skull Switch to open a door behind you. Grab the Tek Bow and follow the tunnel to an area where a Blind One attacks. Blow the barrel for Charge Dart Rounds and kill a Fat One then follow the ramp to the bottom



PLAYERS
1-4



CART SIZE
128M



MEMORY
No

PUBLISHER:
DEVELOPER:

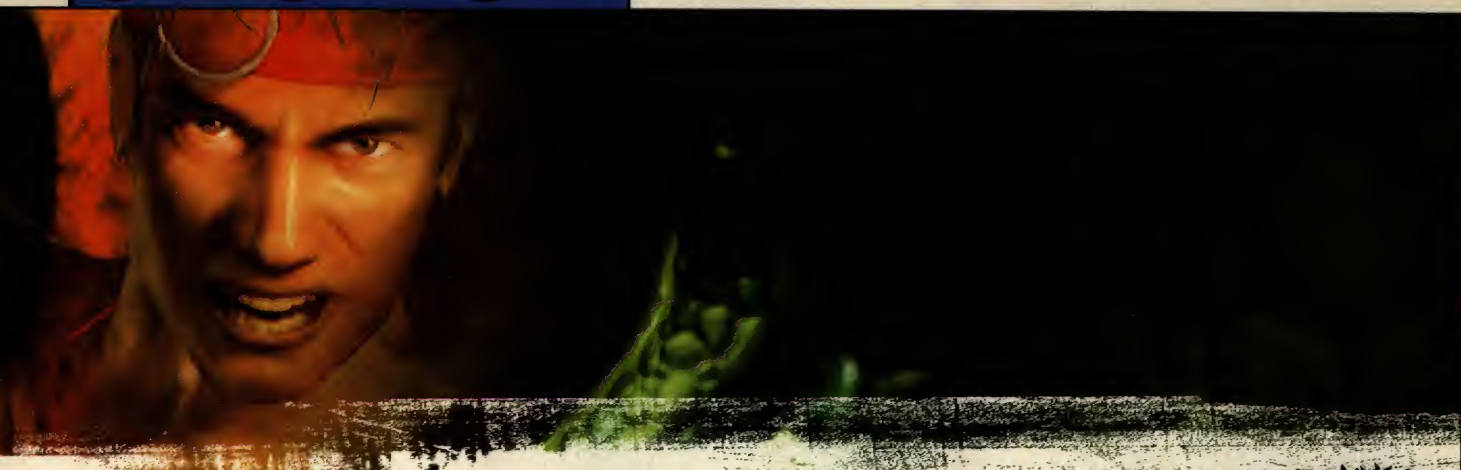
Acclaim
Iguana

GAME TYPE:
ORIGIN:

Shoot-'em-up
USA

RELEASED:
PRICE:

Out now
£39.99



67



The torpedo launcher is found in these underwater tunnels. It moves you fast, but is quite difficult to control.

where there are rotating platforms and a Fat One snipes at you.

Drop to the ground and blow the barrel for a Clip and two barrels behind you for Health and Shotgun Shells then move to the front of the area for Red Tokens and Grenades and go left for a line of Yellow Tokens leading down a steep slope.

Go down the slope and follow the ledge and go down a steep slope onto a

flat area. Go right past some lava pools to a cave where a Spider guards a Switch. Blow two barrels for an Ammo Clip and Shotgun Shells then kill the Spider and hit the Switch to open a door to the right where a Fire Demon attacks you. Go into the tunnel and along to be attacked by another Fire Demon, past a Plasma Rifle into an area with a Heart of Fire platform on the left and a barrel with a Plasma Clip. A Fire Demon snipes from



These lava pools mark the point where you encounter the next new monster, the angry red fire demon.

the opposite bank which you can reach across some rotating, floating platforms. Kill the Fire Demon and jump onto the lava which is safe at the moment and walk to the pillar to collect the first Sunfire Pods. Cross to the opposite bank where you killed the Fire Demon for Health then enter the next tunnel where there's another Heart of Fire Platform and more rotating ones. On the other side, grab the Ammo box and go up the ramp in the tunnel, kill the Clawfeet, keep going up, kill the next Fire Demon and go along a narrow rock bridge to another tunnel, then through that into a room with Spiders and a Blind One. Follow the ledge to the left, blow away the barrels for Shotgun Shells, a Plasma Clip and Health then hit the Warp Portal Switch. Return to where you came in and go up the ledge to a climbing wall. Climb to the top, grabbing Arrows on the way and follow the tunnel grabbing the Health then kill more Clawfeet, some grubs and kill the Fat One. To the left is the open Warp Portal while in front of you where the Fat One was standing is a Sunfire Pod. To your right is Health.

Enter the second warp portal. Walk ahead and up the ramp then in the room beyond walk forward and touch the circular panel so two hatches open on the wall to the right and two cyclops drop down. Kill them and the door marked with the circular panel opens, so follow the tunnel it reveals.

At the end a blue cyclops snipes at you. Kill him and go up the ladder to another area where another blue cyclops attacks. Kill him and go into the two alcoves on the left and touch the wheels next to the dials to spin the platform in



MISSION OBJECTIVE

SECOND THERMAL VENT

Through Teleport Eleven (which you reach through the underwater tunnels). The layout is exactly the same as the first vent room, so repeat what you did first time around.

When you first enter the underwater tunnels, you can only go one way as all the other routes are blocked off. They actually make up an underwater maze.



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These platforms are a complete nightmare. Jump on them and they take you upwards, miss and it's a bottomless drop!

the room below and open the door which is in the room where the first two cyclops attacked. Go back and into the new room, turn left at the centre and enter the small circular room where another wheel awaits. The door closes and two normal and two blue cyclops attack. Kill them, hit the wheel and return to the previous room, going left and across to the next room where a red cyclops awaits. Kill him to open the final door and reveal the fourth Nuke Piece. Exit the Warp Portal.

Make your way back through the all the rooms to the room with the lava pools where there are platforms in the chasm. Jump onto the first and wait as it takes you up, then jump to the second, then the third, then the fourth and jump into the cave at the top.

Follow the tunnel, killing Spiders and a Blind One, go over the rock bridge you

You need to operate the wheels which are positioned with all the dials to get access to the next part of this section.



Fire demons aren't that tough, all it takes is one grenade and they go completely to pieces... Literally!

emerge onto, collect Health and two Red Tokens and continue to the right, kill a Fat One and grab some Shotgun Shells and at the junction go right and drop down Hole Six.

TELEPORT EIGHT

Walk forwards and directly ahead is Teleport Eight which takes you back up above Hole Six. In the room with the teleport are Shotgun Shells and Charge

Darts if you need them, otherwise go left and down a slope, killing a Demonclaw and follow the tunnel down and around, killing two more Demonclaws until you reach an opening with a Mag 60. Follow the ledge you emerge onto down to the left and you come to a Heart of Fire platform. Blow the barrel for a Plasma Clip and walk onto the lava to collect seven Red Tokens then shoot the Switch on the



The save portals are probably the next most-welcome sight to the end of level portal. Make good use of them.

PLAYERS
1-4CART SIZE
128MMEMORY
NoPUBLISHER:
DEVELOPER:Acclaim
IguanaGAME TYPE:
ORIGIN:Shoot-'em-up
USARELEASED:
PRICE:Out now
£39.99

You need to shoot the switch on the end wall. If you've collected the Heart of Fire Talisman you can also walk across the lava to collect several Red Tokens.

wall to trip it. Take the tunnel on the left and when you get to the Red Health, go straight on down a hill to a Plasma Rifle and round to the right into another room with a Heart of Fire platform in front of you. Explore the lava for more Red Tokens Ammo and Health.

Go back to the Heart of Fire platform and up the ramp to the right, kill the fire demon, grab some Shotgun Shells and follow the ledge to a tunnel. Follow the tunnel into an open area where loads of small Spiders attack then the tunnel behind you closes and two large Spiders drop from the ceiling. Kill them and blow all the barrels in the area for a Clip, a Red Token, Shotgun Shells, a Plasma Clip and Health then take the new tunnel, grab some Health and follow it to a rock bridge leading upwards with a Fire Demon on it. Kill him and follow the bridge to a tunnel where a Fire Demon attacks and out onto another bridge. Cross into another tunnel. At the tunnel junction go left following the line of Red Tokens and then left again to Hole Seven. Drop down it.

TELEPORT NINE

Walk forward to Teleport Nine which takes you back up to just before Hole Seven to find some Clips. Don't go through it yet, go right into an open area, grabbing a Flame-thrower. The

tunnel closes behind you and four Mud Worms appear. Kill them and the two Clawfeet that attack and a door opens to the left. Follow the new tunnel to an open area where a Blind One attacks. Collect some Health and Charge Darts from behind the rocks in front then look behind the rocks on the left for a Tek Bow and a narrow platform leading down. Go down it to the bottom where a Fat One sends grubs at you. Kill them and him, grab the Flame-thrower Fuel and follow the next tunnel up a ramp where two Demonclaws attack. Kill the Spiders in the next room and climb the wall. Jump back down for the Health on the rock if you need it, otherwise kill the large Spider in the new tunnel, go into the next room and collect a Clip and Shotgun Shells then climb the next wall on the left and follow the next tunnel to a rock bridge and follow this to where a Blind One attacks. At the junction go straight on to get to a platform with some Sunfire Pods then go back to the junction and take the other route upwards, kill another Blind One and grab the Health, continue to collect a Shredder and enter a tunnel.

Kill the Spiders and follow the tunnel round to sneak up on a Fat One. Kill him, and come out onto a ledge, turn left, kill another Fat One and follow the ledge, collecting Shotgun Shells and as you reach the next wall you can see a



WARD
PORTAL

SECOND WARP PORTAL (PAKE)

Through Teleport Seven, which is reached via the underwater tunnels. This portal is accessed by hitting the Switch guarded by a Spider near the first lava pools and progressing through the tunnel that the Switch opens. This time around you need to do a bit of climbing and wheel turning to make your way to the fourth Nuke Piece. It's all fairly straightforward though, and impossible to get lost. Your only task will be to deal with all the cyclops that attack.

Cerebral Bore. At the wall go left and follow the ledge to another wall. Go left again, and you come to the end of the platform. To the left you can see a platform with Red Tokens, jump across to it, side stepping right as you jump to clear it! On the new platform, collect the Red Health and Red Tokens and enter the tunnel. Follow it into an open area with another grub-infested Fat One. Kill them and two Clawfeet. Grab the Shotgun Shells and the Plasma Clip and go into the tunnel on the left. Kill the Endtrail to open the gate and grab the Cerebral Bore! Jump down onto the platform and go forwards, keep going, then down a ramp to the wall. Go right into an area with loads of Crystals and a Plasma Rifle, kill the large Spider and follow the Blue Health to the left.



MISSION
OBJECTIVE

THIRD FACRIMAL VENT

At the bottom of Hole Nine. The only difference between this vent room and the other two is that you need two Cave Keys to open it.

These keys are in small wooden cages either side of a big wooden structure.

Clear the rooms, grab the keys, enter the vent room and seal the last vent!



This Totem level is actually easier than the last one. Simply blow away all the Blind Ones and Fat Ones that attack you.

Collect the two Clips and kill the large Spider. Collect the two Shotgun Shells and continue following the area until you come to another Spider. Kill him to open the gate and go through, grabbing a Mag 60.

Continue to the next area where you find the second Level Six Key. Grab it and the tunnels in front and behind shut and a Blind One, a Fat One and four Clawfeet attack from the sides. Kill them to open the door in front and collect Flame-thrower Fuel, a box of

Shotgun Shells, a Quiver of Tek Arrows, a Plasma Clip, Ammo and Charge Darts.

Leave the room, grabbing the Red Health and kill the Spiders that attack then pass upwards killing a Demonclaw and shoot the Fat One who's blocking the next gate.

Go round the platform and into the next tunnel, killing a Blind One, then kill a Fat One to open the new gate. Follow the tunnel along and you come to another rock bridge. Follow the bridge to the end, killing a Blind One for three

Cerebral Bore Reloads, and look down off the edge to find the third Satchel Charge and some Health. Jump down and grab the charge and two holes in the wall open, spilling out four Fireborn. Kill them and enter a tunnel and look for a Mag 60, go to the left, grabbing Health on the way to be attacked by Spiders. Take the next turning on the left and kill the large Spider, drop down the hole behind her, Hole Nine. Directly in front of you is Teleport Twelve but go right before you get to it, collect the Arrows to come to a room with wooden ramps in it and Blind Ones and Fat Ones sniping at you. Take care of any opposition and collect two Pistol Clips, Shotgun Shells, two Yellow Tokens and some Blue Health. Go up the ramp on the left and turn left into the next room where four Fat Ones snipe. Kill them and enter the cages for some Ammo, then collect the Cave Key from the middle cage. Leave this room and cross the bridge and kill four more Fat Ones and grab the second Key. Go back into the main room and into the next small room, kill the Blind One and touch the two keystones to open the door to the last vent Chamber.

TELEPORT TWELVE

Grab the Grenade Launcher and go into the chamber, get the Sunfire Pod then climb the tunnel to the right, killing fat ones. Put the last charge on the stone and duck to avoid the explosion. Go back to Teleport Twelve and once through, make your way all the way back to the flat area where you picked up the Tek Bow and go up the ramp on the right and along a narrow ledge, killing a fat one, a Blind One and some Spiders until you come to a platform with a Flame-thrower. Go right to where you find more Spiders, a gate in the wall on the right and the second save portal. Save the game! When you exit the save portal, kill the two large Spiders and go through the gate which opens, grabbing the Tek Arrows then at the end of the tunnel shoot the Endtrail on the platform ahead and jump across to the platform, collecting the four Health. Follow this platform round, kill another Endtrail, collect some Shotgun Rounds and enter a tunnel.

Follow the tunnel and up, kill two Demonclaws and at the junction go left



The boss on the Blind Ones level actually has an incredibly huge eye. Which seems a little strange really, considering...



PLAYERS
1-4



CART SIZE
128M



MEMORY
No

PUBLISHER:
DEVELOPER:

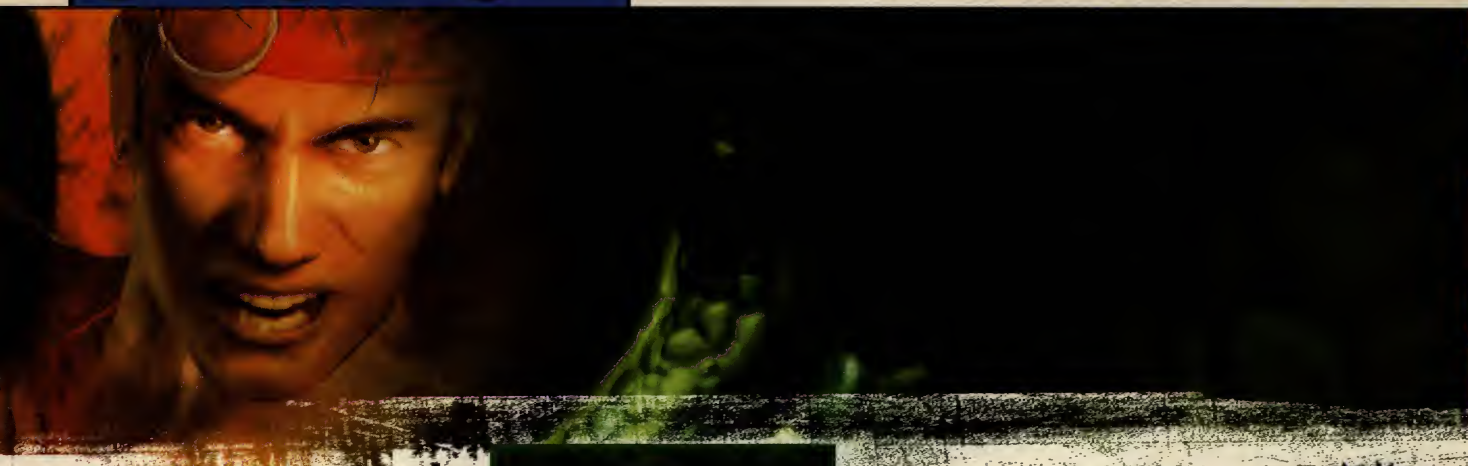
Acclaim
Iguana

GAME TYPE:
ORIGIN:

Shoot-'em-up
USA

RELEASED:
PRICE:

Out now
£39.99



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and down to a plateau to find another Cave Key. Grab it and go back along the tunnel, past the junction and up to a bridge guarded by an Endtrail. Kill him and take the centre ramp then kill the other two Endtrails to open the door at the top. Proceed through the door, grabbing the Health as you go, kill the Spiders that attack and in the wider area kill the large Spider, grab the Ammo on the right, and go further into the area and kill a Blind One then explore the area for Yellow Tokens, a Tek Bow Quiver and Shotgun Shells then touch the keystone to open the door. Through the door, kill the Fat One that's launching grubs at you, plus two large Spiders and a Blind One. Grab the Flame-thrower Fuel and the Clip then go through the door on the right, grab the Health and drop down Hole Eight.

TELEPORT TEN

When you appear there is Cerebral Bore Ammo behind you and Teleport Ten ahead which takes you back up to just above Hole Eight. Go forwards and left down another tunnel, round and up to the top where an Endtrail is waiting. Kill him and move forwards and kill the Blind One below, then jump onto the first raised moving platform and make your way around the other four and into the next tunnel. (If you drop down, go into a new tunnel which has a line of Health to find Teleport Twelve which takes you back to the passage just before the rotating platforms.)

Follow this tunnel, killing the Spiders and you emerge in an area with another rock pillar which drops down when you blow the barrels at the base of it. Grab the Shotgun Shells from the left, blow the barrels and kill the large Spider on the other side and cross over into a tunnel with a Shredder in it at the end of which is a room with the third Level Six Key. When you grab the Key the tunnel behind you closes and two doors open letting in four Clawfeet.

Kill them and the door in front opens and a Blind One attacks, so kill him and another door opens ahead letting another Blind One have a go at you. Kill him and check the side rooms for a Tek Bow, a Grenade Launcher, a Plasma Rifle and a Cerebral Bore! Next pass through the door ahead to reach the end of level portal and exit the level.



FACE THE QUEEN

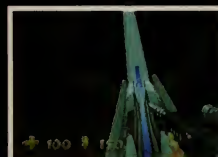
Walk down the long tunnel to the end and jump across to the circular platform. Kill the maggots that emerge from the green slime until a cut scene shows you the boss. Blow away the four tentacles then kill more bugs at which point four pods form on the ceiling and spew green acid at you. Blow them up and kill more maggots, then four tentacles attack from the ceiling and you must shoot them in their centre to destroy them at which point yet more maggots attack. Kill them and look up to where the eye is open and shoot it to finish off the boss!



MISSION OBJECTIVE

DEFEND THE ENERGY TOTEM

This time there are ramps on four sides. Blind Ones and Fat Ones attack the Totem from all sides, so mash them. Once you've done this you are beamed to a new corridor at the end of which is the first of the level bosses!



LEVEL
5

HIVE OF THE MAINTENANCE

Overgrown insectoids and huge armoured soldier creatures are what turok must overcome to obtain the fifth primagen key.

You begin on a platform which leads off to both sides. Immediately you appear two gun turrets start blasting you so run right to get out of range of one of them and blast the other one in its gun ports to destroy it. This opens a room to the right of the gun turret containing a Health and a Mantid. Blast the Mantid and grab the Health then go left and blast the second turret, releasing another Mantid. Kill him and grab the Health from the newly revealed alcove and continue to the left, where you find another turret. Blast that, kill the next Mantid, grab the Health and continue to the left to find and destroy a fourth turret and drop the force field in the centre. Kill the fourth Mantid from the alcove and grab the Health then proceed to the centre onto one of the walkways and kill the four Mantids who have just been released. Grab the Plasma Clips that the Mantids drop then continue to the first teleport in the centre and grab the four Red Tokens. Enter Teleport One.

MISSION
OBJECTIVES

- Destroy Three Queen Embryos
- Destroy the Master Computer
- Locate the Energy Totem and defend it at all costs

TELEPORT ONE

When you appear there is a tall spinning column in front of you. This is a force field generator. Before you do anything else, explore the area to find a charge Dart Rifle, a shredder, a Mag 60 and two

bugs. Kill the bugs, go to the north of the area and shoot the screen on the far wall in the centre to reveal a hidden 150 Round Plasma Pack. Next, shoot the force field generator to destroy it and to



The mantids have the power of flight, using a jet pack that's built into their armour. Though they can't manoeuvre too well.



This gun turret is one of the many that guards the top of the hive. They're pretty dangerous so you need to take them out pretty sharpish.

KEYS
TO FIND

FOURTH LEVEL SIX KEY

Between Teleports One and Two.

FIFTH LEVEL SIX KEY

Not far past Teleport Four, in the room with the first Warp Portal switch.

SIXTH LEVEL SIX KEY

Shortly before Teleport Seven.

FIFTH PRIMAGEN KEY

Not immediately obvious first time around - you need to come back after completing Level Six.



PLAYERS

1-4



CART SIZE

128M



MEMORY

No

PUBLISHER:
DEVELOPER:Acclaim
IguanaGAME TYPE:
ORIGIN:Shoot-'em-up
USARELEASED:
PRICE:Out now
£39.99**TOP TIP**

Fire a grenade into the holes where the Mites emerge to stop them coming out and to get a Blue Health!

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lower the force field and collect the Yellow Tokens around it.

Go west and enter the tunnel at the side of the room for seven Health and enter the next room. Kill any hostile aliens and blast the pods in the room then destroy the force field generator and go through the door opposite where you came in for some Health.

Return to the centre room and this time go left through the other door where bugs attack you. Kill them and grab the Health in the tunnel then in the next room blow away all the pods and kill anything that snipes at you. Collect the Health then climb onto the lift pad at the east of the room to rise up to the platform above.

Enter the tunnel and follow it along, killing more aliens until you come to a corner. Go left following the tunnel and grab the Plasma Rifle and carry on until you reach a circular room with some pods and a Mantid. Blow the central screens on the left and right walls for Shotgun Shells and Mag 60 Ammo. Carry on forwards along the next tunnel and turn right down a hill then follow the corridor, grabbing more Yellow Tokens and a Blue Health to come to a door guarded by a Mantid. Kill him to open the door and enter to see the fourth Level Six Key on a podium in the centre and two organic gun pods which shoot at you from the rear corners. Blow away the gun pods and go right out of the room down another tunnel. Kill the Mantid and hit the Green Switch



This is a force field generator. You need to blow up several of them to get through various doors and tunnels later on.

on the wall to move the floating platforms in the previous room into the centre. Return to the room with the Key and climb the platforms to get it! Go to the east side of the room where a new tunnel has opened and go down it, collecting the Red Health and killing aliens. Follow the tunnel until you come to a covered walkway, go right, down a hill to a door which opens as you approach. Go through to a chamber with a teleport in the centre and six Health. Enter Teleport Two.

TELEPORT TWO

In the next room touch the door ahead to open it and go into the corridor beyond, down a hill to a crossroads. Go into the

room ahead and shoot the pods, two bugs and a Mantid then collect four Ammo Clips and return to the junction. This time take the left branch down the corridor with the Yellow Tokens to a Charge Dart Rifle where a Mantid attacks and follow the corridor to another door.

Through the door, grab the Flame-thrower and you find yourself on a platform with Health to the right. Follow the platform around to the left and shoot the pods barring your way, also kill the Mite who comes out of one of them. At the end of the platform are two Yellow Tokens and a Quiver of Tek Arrows. Switch on the map at this point and you can see some platforms below. Jump from the point that is just to the right of the Tokens to the first circular platform below and then grab the Health. Kill the Mantid snipers and look over the edge of your platform to see another one down below. Jump to this one and grab the Red Token, then jump to the next platform that's down



Not content with giving you three Level Six keys to find on Level Four, the game designers have put another three Level Six keys on this level too!



These pods are scattered throughout level five. They come in all sizes, the biggest of which releases mites.



LEVEL WEAPONS

FIRESTORM CANNON

You find this shortly before you enter Teleport Three.



PFM LAYCR

High up on a ledge not far from Teleport Four.



SCORPION MISSILE LAUNCHER

Shortly before Teleport Seven.



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The lift shafts take you upwards through the level. The lift itself moves up and down constantly, so it doesn't matter if you miss the first one.

below you to the front with two tall moving structures on it. Kill the Mites that attack you and follow the line of Yellow Tokens to the edge of the platform where you can see a bobbing platform. Look up and then shoot the organic gun above you to open the next door then jump to the bobbing platform and across to the opposite bank. Grab the Red Tokens and the Plasma Rifle and go through the door and into another tunnel.

You come to a junction room with a spinning thing in the centre. Take the left exit into a room with loads of pods, some Charge Darts and a Clip. Blow all the pods to reveal some Mites and kill them. Go back into the previous room and take the next door on the left for a force field generator, kill the Mantis and then blow the generator.

Go back into the previous room again and take the next left into an area which has a Mantis and a huge lift in the centre. Jump onto the lift pad when it comes down and ride it to the top. Get off to the right and go through a door to



Soldiers are pretty imposing enemies indeed. They have a number of different attacks and are quite heavily armoured into the bargain.



You finally find the Firestorm Cannon on this level at the end of this tunnel. And not a moment too soon either!

collect some Health and a Plasma Rifle.

Edge carefully into the room as two organic turrets open up on you. Blow them away and move further into the room where two more turrets fire at you and a soldier attacks. Kill the soldier and blow the turrets to make a door at the far end of the room open. Explore the room for Plasma Clips and Health then go through the door that just opened.

Kill some bugs and keep going to a circular room with Red Tokens in it. If you shoot the walls to right and ahead of you a Mantis emerges but you don't need to so instead go left where another Mantis attacks and enter another room. Mites and Mantids attack you, so kill them all and proceed to the room at the far end where a Switch is being guarded by a soldier. There is also some Flame-thrower Fuel and two Health the right of the Switch.

Hit the Switch and turn to kill the Mites that attack you then go out of the



Make sure you've got a decent weapon selected before you enter teleport three as you are attacked when you reappear.

Switch room and left and jump onto a lift platform which takes you up. Jump onto the platform at the top and hit the Green Switch to bring a new lift platform down to you. Jump on to travel up to a new corridor. Follow the line of Yellow Tokens down a corridor to a soldier, kill him and jump across the platforms ahead to the corridor on the other side where you get a Shredder.

Follow the corridor straight ahead then to the left, up a ramp and keep going, killing a Mantis and grabbing some Health and at the end you come out onto a platform on which there is a Firestorm Cannon.

Grab the Cannon and drop down into the room below. Go out of the only door which will bring you to the crossroads you came to just out of Teleport Two. A Mantis attacks from the corridor to your left which no longer has a force field on it, so kill him and go left down the corridor, grabbing Red Tokens into a



As on the previous levels, when you find a teleport, before you enter it check around it for Ammo and Health.



PLAYERS

1-4



CART SIZE

128M



MEMORY

No

PUBLISHER:
DEVELOPER:Acclaim
IguanaGAME TYPE:
ORIGIN:Shoot-'em-up
USARELEASED:
PRICE:Out now
£39.99**TOP TIP**

Advance carefully into areas with organic guns and edge around walls to take them out without getting hit.

room where two Mantids attack from left and right and there is an Ultra Health in front of you.

Check the sides of the room for chart darts and an Ammo Box then go straight on. As you follow the corridor you are attacked by Mites and eventually come to another door which opens to reveal another teleport and six Health. Enter Teleport Three.

TELEPORT THREE

As you appear, a Mantid comes through the door and attacks you. Enter the next room and blow the alcoves to each side for a Grenade Launcher, an Ammo Box and a Mantid. Go into the next room where two soldiers will attack. Kill them (you may have to wander around for a bit in order to find them) and go into the alcove in the centre directly ahead of you for a Shredder and some Health and hit the first Switch. Turn immediately and kill the Mites who attack then go around clockwise, entering the next three alcoves, collecting Shredders and Health, and then hitting a Switch and killing the resultant Mites each time.

The platform on the south side of the room is now moving, so get on it and ride it up to a tunnel. Follow the tunnel, collecting loads of Yellow Tokens and at the top of the ramp you go up is Flame-thrower Fuel on the left and a hidden alcove on the right which releases a Mantid if you shoot it. Carry on forwards, killing bugs that attack you and you come to a door which a Mantid is guarding. Kill him to open the door and go through the walkway beyond, collecting three Health and reaching another door. Through the door is a save portal, so save your game!

Out of the save portal, proceed through the next door which is left as you leave the save portal and proceed along the next corridor collecting three Health and killing Mantids. Pass over a covered walkway into the next tunnel, down two ramps and grab some Grenades from an alcove on the right, then pass down another ramp to Teleport Four.

TELEPORT FOUR

In the new room go forwards through a door where a Mantid attacks you. You find yourself on a ledge with Yellow



The first Warp Portal on this level is the fake one. As before, you get attacked once you enter by three different kinds of cyclops, all of whom have asthma.

Tokens to the right. Go left and destroy some pods and a Mantid, then collect three Health and enter the door which opened when you killed the Mantid.

Follow the line of Red Tokens to the next door, beyond which you find a room with two exits. If you look up to the ledge high on the right you can see a PFM Layer, but you can't get to it just yet. Go back to the ledge where the Tokens were on the right, switch on your map and you will be able to see a circular platform down below. Jump down to this for another Firestorm Cannon and some Health.

Move forwards to the edge of the new platform and look down, then use the Tek Bow to shoot the Mantid on the ledge below and jump down for some Yellow Tokens.



This room contains four gun turrets which you need to destroy fairly rapidly or you'll sustain some serious damage.

Pass through the door into the room beyond where four organic guns open up on you so destroy them with the Firestorm and the door opposite opens, releasing a Mantid.

Kill him and then proceed to the open door through which another Mantid guards a force field generator. Kill him and blow the generator then grab the Health and pass back into the previous room where the side doors have now opened. To the right is the Warp Portal, but it's closed, so go through the door on the left into a room with a lift shaft and hop on. At the top of the shaft go right and follow the next tunnel along, killing bugs on the way until you come to a junction.

The PFM Layer is a particularly nasty weapon which cuts enemy warriors off at the knees if they stray too close to it.



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At times on this level you're required to make some huge jumps to platforms way down below. Miss your target and it's a very long way to the bottom...



WARD PORTAL

FIRST WARP PORTAL (FAKE)

Not far past Teleport Four, although you need to go a bit further through the level to find the switch. By now you should be fairly good at these and know pretty much how to expect. A succession of red, blue and normal cyclops have a go at you and you need to climb a few ramps and turn a few wheels. Occasionally you find that the cyclops fight amongst themselves, in which case you simply have to finish off the winner. At the end before you exit the level you get the fifth piece of the Nuke - nearly there!

Go right at the junction, collecting Yellow Tokens and killing a Mantis just after you round a corner. Keep your map on and shoot the walls to left and right where hidden alcoves reveal two more Mantids and some Grenades.

Proceed forwards to the end of the tunnel where you find the PFM Layer. In the room below, the two doors previously shielded are now open so drop down and kill the Mites who have appeared. Go through the door on the right to collect the fifth Level Six Key then blow the walls to the sides and in front for some Shotgun Shells and the warp portal Switch. Hit the Switch and make your way out of the room and straight across to the next door then make your way back to the room with the warp portal, which is now open. Enter the warp portal. (See Warp box)

WARP PORTAL ONE

In the new room, walk forwards into a room with machinery operating on the far wall, where a blue cyclops attacks. Kill him and move further into the room to cause doors on the walkway behind and above you to open, from where red cyclops snipes at you. Kill them and go up the ramp which is now accessible behind the mesh on the left as you entered. At the top of the ramp a door opens and two red cyclops and one blue cyclops attack you. Kill them and enter the door opposite where a red cyclops attacks. Kill him and then cross the room and touch the wheel on the wall opposite to turn it.

Go back out of the room and down the ramp where two more cyclops attack from the mesh on the other side which has now opened. Go up the other ramp to the next door behind which two blue and one red cyclops attack. Kill them to open the next door and pass through to take on three red cyclops. Once you've killed these the next door opens revealing the fifth Nuke Part. Collect it and continue down the corridor to the teleport where you exit the warp portal.

Out of the portal, go across the next room back to the lift, take it up and follow the corridor at the top back to where you found the PFM Layer and drop down to the room below.

Go straight on through the door ahead, collecting the Health and blowing away the pods that block your path. Kill



The switches on Level five are just a little bigger than on previous levels, making them fairly easy to locate.

two Mantids and proceed to the door at the end where you come to the next teleport. Enter Teleport Five.

TELEPORT FIVE

Go through the door ahead into a room with a rotating field in the middle and Health surrounding it. Blow the alcoves to the right and ahead of you for a Firestorm Cannon and kill the Mantis who attacks when you collect it. Go left from the firestorm alcove and follow the new tunnel, killing the bugs that attack until you come to a small junction with a Mantis on the right and a Red Health on the left. Kill one, grab the other (you decide which!) and carry on to a small platform overlooking a huge drop.

Edge to the front and look down and slightly left to a platform on the other side below. When you land, to your right is a floating platform which takes you back to the top if you jump on it.

Go through the tunnel ahead and out onto another platform with Grenades to your right, a soldier guarding a Switch to the left and a Mantis sniping from a platform opposite. Kill the soldier and the Mantis and hit the Switch to get the platform the Mantis was standing on moving. Make a note of the tunnel protected by the force field on the left.

Jump onto the platform and ride up to the next area where there are exits to both sides and in front. Go right, then kill the Mantis across the way and jump over using the platform to the far side. Kill the bugs that attack and enter a large area where a Mantis attacks. Move around the central structure to where three Yellow Tokens mark a hidden door, you must shoot the door in order to open it. Blow away the soldier inside and destroy the force field generator. This lowers the force field

PLAYERS
1-4CART SIZE
128MMEMORY
NoPUBLISHER:
DEVELOPER:Acclaim
IguanaGAME TYPE:
ORIGIN:Shoot-'em-up
USARELEASED:
PRICE:Out now
£39.99

The mantids are fairly intelligent, meaning they're a great target for the Cerebral Bore. Real shame that...

back by the Switch but don't go back there yet. Instead, go back into the main area and Switch on the map to locate the two hidden alcoves – one either side of the room – and blow them up for two PFM Reloads. At the far end of the room from where you came in you can also find some Cerebral Bore Ammo.

Exit the room and jump back across to the junction area and go right, jumping across to the tunnel entrance down below. Grab the PFM Ammo from both sides of the room and plant a mine on each side of the room then hit the Switch. The door that you came in by closes and Mites drop down from the alcoves above – some of them will hopefully be killed by the mines, so kill the rest and go back out of the room and hop onto the platform to return to the junction area.

Return to the room where you blew the last force field generator and go straight ahead and through the door at the end of the room for some Health and another Switch. Hit the Switch and kill the bugs that race into the room when you do then go back into the central room and right through the next door, kill two Mantids in alcoves to each side and grab three Red Tokens. Go across to the opposite door and do the same again.

Next return back to the junction area and this time a Mantid is blocking the route you want to take, straight ahead. Kill him and hop onto the platform which is now moving and at the bottom take the next tunnel, grabbing more Red Tokens and continue to a turning where you find a Cerebral Bore.

Grab it and turn and shoot the wall on the left to reveal a hidden corridor, go down it and through a hole at the



end into a circular chamber with a lift shaft in the middle. Take the lift up and at the top go forwards, collect the Mag 60 and follow the tunnel, killing Mites and grabbing a Firestorm Cannon then kill a Mantid to open the next door. Go through into another chamber, grabbing Red Health, and pass into the next corridor. Blow away some pods blocking your path and as you leave the corridor kill a Mantid and blow away the soldier directly ahead of you.

PURPLE FEATHER

Jump across the floating platform to a fixed one and shoot the Mantid who snipes from ahead then turn right and jump across two more floating platforms into another tunnel where you find a Flame-thrower and loads of pods. Flame

the pods and Mites that emerge to reveal the warp portal Switch and some Cerebral Bore Ammo. Hit the Switch and leave the room, jumping back to the fixed platform.

Look down and jump to the next pillar below, then turn right and kill another Mantid sniper. Repeat this action until you find yourself on the platform with the Purple Eagle Feather. Grab it and jump to the tunnel below. Follow the tunnel into a chamber where bugs and a Mantid attack and blow the alcoves for Charge Darts and PFM Ammo.

WARP PORTAL TWO

Exit the room and follow the corridor to the junction and go left and then left again at the next junction, now you're able to ride the floating platform right



TOP TIP

Check out dark corners for Health and Ammo.

On special today – roasted bugs! Seriously though, the flame-thrower is a good weapon to use on these pesky, agile little monsters.

TOP TIP

PURPLE EAGLE FEATHER

This is found shortly before Teleport Six. You basically need to jump down a whole load of round platforms, getting harassed by snipers each time you land, and you find it on the lowest platform.



The purple eagle feather is what you need if you want to gain the Whispers Talisman which harnesses the power of the wind.



You reach this force field generator by going underwater into a hidden tunnel. It may take you a while to find it, but using the map helps.



WARP PORTAL

SECOND WARP PORTAL

Very close to Teleport Six, not far past where you find the Feather. Enter and offer the Purple Feather to receive the rather boringly named Whispers Talisman. This talisman lets you ride the wind (the whispering wind no less!)

back up to the area above. Turn right and ride the next moving platform back down to the ledge where a soldier was guarding a Switch and take the tunnel to the left of the Switch to the room with the second Warp Portal. Enter the portal and offer the feather to receive the Whispers Talisman which allows you to ride wind into the air. Ride the moving platforms back to where you shot the wall to get to the Feather, turn right and go to the next junction then go left and enter Teleport Six.

TELEPORT SIX

In this new room go through the door ahead, kill the Mantids in the alcoves to left and right and grab the Red Health from in front then carry on to the next room, grabbing a Cerebral Bore along the way. In the next big room use the Cerebral Bore to take out the Mantids on the raised platforms all around. When you kill the last Mantid the door you came through shuts and three doors explode open on both sides of the room, releasing bugs and two soldiers. Kill everything to open a door opposite where you came in and check out the water filled areas where the soldiers and bugs came from for Red Tokens, Red Health and Ammo for every gun you've collected so far.

Proceed through the new door and follow the tunnel, killing more bugs and pass into a psychedelic chamber with hidden alcoves to the left and right which contain PFM Ammo and a door ahead. Go through the door into a huge open area. As you enter, Mites will attack you from all sides so kill them off and check the alcoves to the left and right of where you entered for a PFM Layer, a Firestorm Cannon as well as loads of Health.

Go across to the opposite side of the room where a Mantid is sniping at you and kill him, then make your way to the left of the room and hit the Switch on the central structure to open the door opposite it. Go through into a room with a Mantid, some pods and the second save portal. Clear the room and save the game.

Go through the door that was below right of the platform the Mantid sniped at you from to find a moving platform. From here drop down into the water below and swim around on the surface,

killing any soldiers you meet to collect loads of Red Tokens.

Now make your way to the southeast corner of the central structure and swim down under water to find a hidden entrance from which an underwater tunnel leads into a room with some Health, a soldier and a force field generator. Blow the generator and go back to where you dropped into the water (on the west side of the area) where you'll find a platform which takes you back up to the platform that you dropped from.

Go back into the central room with the round structure in the middle and go right along a tunnel with blue Health down it. As you round the corner a Mantid attacks you so kill him and continue to the next door where there is another lift shaft.

Get on the lift and go straight on at the top through a corridor, killing a Mantid who's patrolling this section into a room where three large pods block the next tunnel.

Blow the pods and kill the Mites that emerge then follow the tunnel along round several corners, killing bugs and Mantids along the way until you come to a steep drop. Drop off onto the platform below. From here blast the two organic gun turrets that fire at you then destroy the eight force field poles around the central structure, keeping an eye out for any Mantids that attack while you're doing this.

When you hit the last pole, the whole thing blows and a platform starts moving up and down on the north side. Jump on and ride it up to collect the Scorpion Missile Launcher.

Go back into the main room and back to where you dropped down to the water. This time, kill the Mantid on the



Some of the bridges on this level are translucent, which is useful if you want to check out what's going on down below.



PLAYERS
1-4



CART SIZE
128M



MEMORY
No

PUBLISHER:
DEVELOPER:

Acclaim
Iguana

GAME TYPE:
ORIGIN:

Shoot-'em-up
USA

RELEASED:
PRICE:

Out now
£39.99

TOP TIP

Make good use of the save portals, particularly before attempting any tricky jumps.



opposite side and ride the platform across to an area with two paths to left and ahead and a hidden alcove to the right with Cerebral Bore Ammo in it. Kill a Mantid who attacks you then go left to sneak up on another one who is waiting to snipe at you and shoot him in the back!

Go back to the previous area and this time go ahead to a junction. Go left and you come to a row of floating platforms. Below you in the water a soldier snipes at you so kill him then jump across to another room with a tunnel with Health in it on the right, a hidden alcove containing a Mantid guarding an Ammo Box on the left and a door ahead.

Go right into a large open area with pillars in it and go right to kill a soldier, then go to the east side of the room where another door leads to the sixth Level Six Key. As you try to enter the door closes and two will Mantids attack

you, so kill them to re-open the door and enter to grab the Key. Turn and kill all the bugs that attack at this point then go back to the room that you got to across the platforms and go right to another door through which is a spinning tunnel.

Pass along this tunnel, round a corner, kill the bugs and Mantid that attack and go through the door at the end to find Teleport Seven. Enter it.

TELEPORT SEVEN

When you appear, grab the Grenades and go through the door ahead and down to the tunnel beyond. Blow the pods that are blocking your way and kill the Mites that emerge from them until you reach the end of the tunnel – where there is a Grenade Launcher – that leads into a wide open area. Mites will drop from a hole on the far wall and keep reproducing when you kill them, so keep

killing them and proceed round the area to the right, collecting some Health from behind a pillar.

Kill the bugs that also attack you and you come to an area with some Yellow Tokens and a Mantid sniping from the top of a wall at you. Kill the Mantid and climb the wall and go left at the junction, killing bugs as you go and blowing pods to get out onto a small platform with a Red Health. Return to the junction and take the other route, bringing you to another open area where more Mites attack. There are Grenades and Health around the sides of the room, so get them and kill the Mantid who snipes from the top of the next wall and climb to the top.

At the top a door opens and a Mantid attacks. Kill him and proceed onto a translucent bridge. Follow it, collecting Grenades, PFM Ammo and Health and killing another Mantid until you come to another tunnel.

Follow this tunnel, blasting any pods that block your way and killing Mites to come to Teleport Eight. Go through it.

TELEPORT EIGHT

Go through the door ahead of you when you appear and kill the attacking Mites.

On the other side of this teleport, mites attack in an endless stream. The only way to stop them is to find where they're coming from.



When you see these new-style pods you know that you're approaching a Queen embryo – get that flame-thrower ready!



Before you can pass through this teleport you need to deal with the nasty bug problem that it's developed.

attack. Once again they keep coming so make your way round the new area, killing as you go for a box of Grenades, some Yellow Tokens, a PFM Layer and Red Tokens guarded by a soldier. Continue to the end of the room where Mantids attack.

At the end of the room go round to the left for a Flame-thrower and Health then go through the door on the east of the map and blow the new-style pods that are blocking your way, also killing the Mite that is released.

In the next area, go all the way around the circular corridor, blowing pods and killing any Mites and Mantids that attack and go through the door at the south end of the corridor to get to the first of the Queen Embryos. The embryo produces two Mantids and then reproduces more every time you kill one, so alternate shooting them with hammering the embryo itself. When you've hit it enough it drops to the floor, but keeps producing Mantids, so pummel it till it blows.

Next, leave room and go right and then left down the tunnel on the west side of the room. In the next area, grab the PFM Ammo from the left and the firestorm cannon and Red Tokens from the right that are guarded by a soldier. Search the rest of the area for Shotgun Shells, Ammo Clips and a Blue Health which marks the exit from the room. Exit the room to find the next teleport which is infested with bugs. Kill them and enter Teleport Nine.

MISSION OBJECTIVE

FIRST QUEEN EMBRYO

In a circular area not far from Teleport Eight. The embryo hangs in a sac, suspended from the roof, and you need to blast this to make the slimy grub drop to the floor then pummel it to finish it off. It produces two Mantids and continues to produce another two each time you kill them, so it's actually best to concentrate most of your fire on the embryo and just try to avoid the Mantids.



You should recognise some of the special symbols from earlier levels, like this the Leap of Faith platform.

TELEPORT NINE

Grab the Shotgun Shells and Ammo box from either side when you appear and go forwards down a new corridor that's filled with pods that takes you out onto a narrow platform with a Mantid on the left. Kill the Mantid and drop to the floor below for four Yellow Tokens and a Scorpion Missile. Look left and down to pick off a Mantid on the ground below,

drop down and grab some Shotgun Shells from where he was standing then go right for Red Tokens and an Ammo box.

Grab a PFM Layer from between rocks in the centre of the room and go to the northeast of the area to kill a soldier and climb a wall. Go left along the platform at the top to come to a Clip and a translucent bridge and kill two Mantids. Go up onto the bridge and



The queen embryos produce mantids to try and prevent you killing them. Using an area effect weapon would be the order...



Shortly after you pass through teleport ten you come to a climbing wall. Clear the area before you climb up it.



PLAYERS
1-4



CART SIZE
128M



MEMORY
No

PUBLISHER:
DEVELOPER:

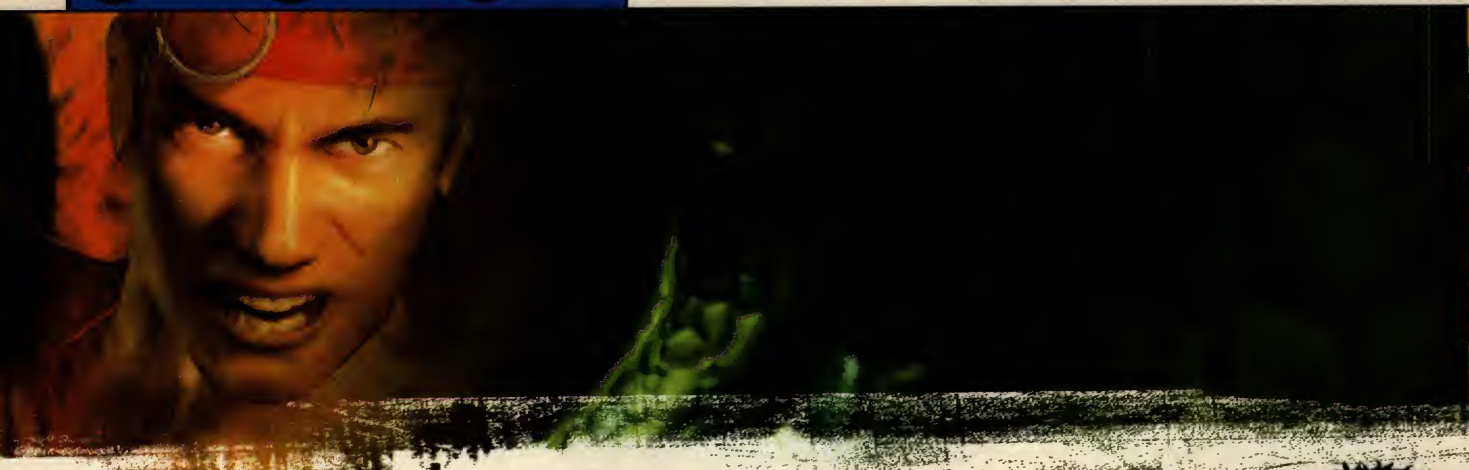
Acclaim
Iguana

GAME TYPE:
ORIGIN:

Shoot-'em-up
USA

RELEASED:
PRICE:

Out now
£39.99



81

at the junction go right to get to a tunnel which leads to a Mag 60 and a door opening onto a square area with two bugs in it. Kill them and approach the door ahead of you and two Mantids attack from either side, so kill them and go through the door ahead which is now open to get to the third save portal. Enter and save the game.

Out of the save portal, go back onto the bridge and straight across at the junction.

On the other side, shoot the door to open it, grab the Yellow Tokens and Ammo then go through the open door and shoot the bugs and Mantid that attack you. Grab the PFM Ammo from inside and then pass through the next door to a teleport. Now pass through Teleport Ten.

TELEPORT TEN

Out of the teleport go through the door in front into another large room and explore it for Shotgun Shells, Grenades and more Yellow Tokens, killing Mites as you do so and go to the northwest side of the room where Yellow Tokens lead to another climbing wall. Climb it and kill the Mantid that's waiting at the top then go right and you come to two floating platforms. Shoot the soldier on the next platform and jump across to collect a Flame-thrower then take the next two platforms across to the next tunnel, kill



A lot of this level involves jumping across floating platforms. Look down to judge the gap correctly.

the Mantid and go to the end for an Ultra Health.

Drop down from this new tunnel and turn left and go to the south end of the room where a soldier guards a tunnel. Kill the soldier and blow the pods blocking the tunnel and go in. In the next circular tunnel, go all the way around, blowing pods and killing Mites and Mantids then enter the tunnel at the east leading into the centre to confront and kill the next Queen Embryo. As before, the embryo produces Mantids so you need to divide your attention between killing Mantids and blasting the slimy Worm thing until it dies.

Once the embryo is dead, go out and walk to the south side of the circular tunnel and you come to a platform with Grenade Ammo and Shotgun Shells in it where Mites attack you. Go left along




When you confront a Queen embryo you are assailed by endless mantids. Focus on the embryo and avoid them.

the platform for more Shotgun Ammo until you come to a Leap of Faith Platform on the right. Turn and use a long-range weapon to take out the soldiers across the way then take the Leap of Faith across to a platform with a PFM Layer, a Firestorm Cannon, a Scorpion Missile Launcher and a Grenade Launcher on it. Take the other Leap of Faith platform back and go right, blowing away pods and grabbing more Shotgun Shells until you come to another door. Go through and enter Teleport Eleven.

TELEPORT ELEVEN


On the other side of the teleport, follow the tunnel, blowing away pods until you come to a platform with a Red Health and jump down onto the platform below. Walk forwards to the junction and go left then follow the tunnel down a slope to another door which brings you into a room with a Breath of Life platform in front of some water and Pistol and



MISSION OBJECTIVE

SECOND QUEEN EMBRYO

A short distance from Teleport Ten. This embryo is exactly the same as the first one - it could almost be a carbon copy, can you say lazy designers? Take it out exactly the same way you handled the first one.




The soldiers have extremely heavy firepower so it's advisable to blast them from long range with your plasma rifle.



This teleport is behind a door you reach past loads of pods.

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MISSION OBJECTIVE

THIRD QUEEN EMBRYO

Shortly before Teleport Fourteen, near the end of the level. As before, absolutely the same as the first one, so repeat your actions to complete the mission.



When you actually get to it, the computer's a push-over. It's the getting to it that's the real problem.



Shotgun Ammo to either side. Directly in front of you is a climbing wall. Jump into the water and swim around until you find an underwater tunnel and go through it into a dry tunnel which you should follow to a ledge.

Jump from the ledge onto the two floating platforms then across to a pillar and onto a bridge. Follow the bridge to an area with loads of pods. Blow them apart for Scorpion Missiles and a door. Enter the door to get to another teleport and pass through to get to an area with an inactivate Eye of Truth platform in front of you. Make a note of this area and go all the way back to the room with the Breath of Life symbol and climb out of the water and face the climbing wall.

Jump onto it and climb to the top for a PFM Layer and four Yellow Tokens then turn left and look down to a platform with Mites on it and a Leap of Faith platform.

Kill the Mites and jump down, then kill the Mantid who snipes from in front of you as you land and take the leap of faith up to a tunnel on the far wall. Go along the tunnel to the end to collect an Ultra Health. Jump from here back to the platform that you first climbed on then jump to the Leap of Faith platform but this time go left and jump to the tunnel the mouth of which is just below your level.

Grab the Blue Health and kill the bugs which attack then go up the tunnel through another door where Mites attack into a new area. Grab the Satchel Charge from behind a rock on the right and go down the room, grabbing Red Tokens from the lava, past



You need to plant four explosives on the computer.

a pool of water to chasm. Go round to the left and grab the second Satchel Charge, then go across the bridge, past the end of level portal in order to grab the third Satchel Charge and go back and drop into the pool of water to go through the underwater teleport, which is Teleport Twelve.

TELEPORT TWELVE

Grab the Health from behind you and go through the door ahead onto a translucent bridge.

Pass along the bridge, grabbing the fourth Satchel Charge and follow the bridge along, killing a Mantid and grabbing Health, Grenades and a PFM Layer and go through the next door to Teleport Thirteen. Enter it.



Mantids attack the totem and they're quite fast and well-armed, you need to do some serious insectoid-mangling!

TELEPORT THIRTEEN

Go through the door ahead of you into a large open area and grab the Shotgun Shells from the right. Follow the room around, grabbing more Shotgun Shells and some Ammo Clips and killing Mites and blow away the door on the east side of the room to reveal a soldier guarding a Flame-thrower, a charge Dart Rifle, a Firestorm Cannon and a Grenade Launcher. Go through the door at the end of the room to come into a new room with a Heart of Fire platform in front of you. Kill the Mantid and grab the PFM Ammo from the left and right then jump across to the platform ahead of you, climb to the top and kill the mites. Turn left slightly and jump to the next wall ahead and climb to the top of that, kill the Mantid at the top and jump in the direction indicated by the three Red Tokens to drop onto a low platform.

From this one, look ahead of you and walk across the lava to a platform with four Red Tokens and a Firestorm Cannon, a Flame-thrower, a PFM Layer, a Shredder and a Scorpion Missile Launcher, then return to the previous platform and climb the next wall indicated by a line of three more Red Tokens. At the top kill the two soldiers and hit the Switch on the wall ahead. Grab the Health and go north along the platform to where another platform is moving. Kill the Mantids who are

PLAYERS
1-4CART SIZE
128MMEMORY
NoPUBLISHER:
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IguanaGAME TYPE:
ORIGIN:Shoot-'em-up
USARELEASED:
PRICE:Out now
£39.99

sniping from above then jump onto the floating platform and ride it to the top. Clear the area at the top and hit the two Switches to open the next door and go through for some Health and some bugs. Continue to the next ledge and look over the edge and snipe at the soldiers patrolling the water below then drop down, grab the PFM Ammo, Flame-thrower Fuel and Charge Darts from round about and head to the other side of the area and climb the wall to find the tunnel leading to the last Queen Embryo and three Health.

As before, clear out the circular corridor then go through into the embryo chamber and blow away the slimy baby queen and the Mantids she produces.

That done, return to the room where you first found the Breath of Life platform and climb the wall in front of it then jump across to platform with the Leap of Faith platform on it and jump from the south side onto another climbing wall and climb to the tunnel at the top. Follow this tunnel to the end where a soldier is guarding a teleport. Kill him and blow the walls ahead and behind for secret alcoves containing Health then enter Teleport Fourteen.

TELEPORT FOURTEEN

Through the teleport, go through the door ahead into a wide open area with two organic guns to the sides. Blast the guns and move round the outside of the room to take out four more then cross the bridge to the centre where the computer is standing. Touch each of the four pillars to plant the four charges then step back and watch the computer blow!

That done, return to the end of level portal and exit the level.



Make sure you don't fall into the gaps either side of the chasm, or it'll seriously hamper your efforts to defend it!



FACE THE QUEEN

Mites attack to begin with, so blow them away and then blast the Queen when she appears. After a bit she hides in a sac hanging from the roof and bugs attack, so blast them to make her come out again. This time you need to blast the sac on her torso which spews out acid and then she runs off and hides and more bugs attack. Kill the bugs, and when the queen appears again, blast her arms until she falls over, at which point you just need to blast her head briefly to finish her off!



INTERLUDE: BACK TO LEVEL FOUR

Enter the level four gate and go straight on through the tunnel until you come to a drop ahead of you. Go left to come to whispers platform which is now active. Kill the Endtrail on the ledge above then walk forwards to start to rise then as you near the top walk forwards again onto the next platform. Repeat this method to get up to the next level and kill the fat one then make a huge running jump to the platform way down below where you find a Firestorm Cannon. Grab it and blow all the barrels in the area for Ammo Clips, a Plasma Reload, Charge Darts, two Red Tokens, Shotgun Shells and Health. Look down into the hole and drop down onto the stone pillar to collect some Scorpion Missiles then kill two Fat Ones, one Blind One and some grubs and collect PFM Ammo and a Plasma Clip and hit the Switch in the small cave on the east side of the area to open an area on the west side. Kill the spiders that emerge and grab the Cave Key then touch the keystone in the previous area to open the door. Through the door, kill the large spider to open the next door and the smaller ones that attack, then kill the next two large spiders who come through the door and grab the Ultra Health and Red Tokens and enter the teleport.

You appear in front of the fourth Primagen Key, so grab it, drop down into the area beyond and return to the portal you used to enter Level four and return to the hub.



MISSION OBJECTIVE

DEFEND THE ENERGY TOTEM

This Energy Totem is surrounded by a chasm which you can cross over via two narrow ledges. Go across to the centre and blow away the Mantids that attack, making sure not to drop into the chasm. This is fairly straightforward, the trickiest bit is not falling into the gap.



MASTER COMPUTER

Since the only defence this computer has is a few organic gun turrets, this part of the mission is fairly easy – providing you've collected all the Satchel Charges. Simply touch each of the pillars on the side of the computer to plant a charge then stand well back to watch the fireworks!



LEVEL
6

PRIMAGEN'S LIGHTS

The last line of defence for primagen's forces, the lightship is crewed by a force of fanatical cyborgs. Get that nuke and Show no mercy!

From the start grab the Health from left and right and walk forwards to collect a Scorpion Missile Launcher. Follow the tunnel round and grab the Shotgun Shells on the way. At the end of the tunnel kill the Steamer who's wandering around and collect the Clip that he drops. In the wide area you can see the sixth Primagen Key but can't get to it yet, so go left and kill the next Steamer you encounter and go down the tunnel to the left.

Proceed cautiously because an automated gun turret is mounted on the right wall not far down the corridor. Take this out and go straight on at the junction to come to an area which has Health on the ledges to either side. To get the Health, duck down and walk onto the small blocks which take you up onto the ledge.

That done, turn around and walk back to the junction and go right, where a Wheeler attacks. The Wheeler drops Charge Dart Ammo when you kill him, so off him and collect it. As you progress up the corridor, grab some Grenades on the left and shoot the gun turret on the wall ahead then go right to come to an inactive teleport. To activate the teleport, touch the red button on the console on the left. Enter Teleport One.

TELEPORT ONE

Through the teleport, go forwards and

left at the junction into a room with a Cerebral Bore and Health on the ledges to the sides. You need to duck down to grab the Health. Return to the junction and go straight on and through the door where a Wheeler attacks. Kill him and follow the corridor to another door the other side of which is a gun turret, so blow it away and carry on, collecting Red Tokens at the corner and prepare to blow away another turret at the following turning when it drops from the ceiling. At the next door, go through and kill another Wheeler, proceed through the next door, down another corridor to a junction. Go right at the junction, but get ready to be attacked because another turret emerges from the roof to blast at your back. Follow the corridor to another room with ledges on each side and grab the Health

and Pistol and Shotgun Ammo. Return to the junction and blast the turret then go right and you come to a Plasma Rifle and a wide room.

Don't walk forwards too far as there is a pit with lasers in it, instead go right and shoot a Steamer who snipes from a raised platform, being careful not to fall in the second laser pit to the right and go forwards down the steps then left to come to a fan and jump onto it to rise up to the platform above.

At the top, turn and walk off the edge and keep going to collect the first Blue Ion Capacitor Crystal. Don't walk too far or you end up in the laser pit. Take the fan back to the top, go left and follow the tunnel there round a corner, through a door and up to another corner where a gun turret opens up then keep going into a room with a Firestorm Cannon and some Health.

Return to the room with the pits and the fan and take the tunnel on the opposite side of the room to come to a junction where a Wheeler attacks. Kill him and go straight on, destroy the gun turret at the first corner and continue to a room with PFM Ammo and Health in it. Return to the junction and go right through a door to another junction. Take either route to bring you into a wide



The Steamer is slow-moving, massive and lumbering who is nevertheless pretty heavily armed and fairly dangerous. room and kill the two steamers that attack then explore the sides of the room for Health, Arrows, Ammo Clips, Shotgun Shells, a Grenade Launcher and a Shredder then take the staircase on the south side of the room up to the platform in the middle and head to the north side of it, collecting Yellow Tokens to see two more Ion Crystals on a ledge. Duck down and jump across the gap to collect them then make your way back to where you jumped from and face south to find the lift.

Jump on the lift and at the top move forwards and kill the Wheeler who attacks and collect the Arrows and Red Token then go forwards to the door at the end and hit the Switch on the console opposite the door to open it. It's best to back into the Switch as a Steamer is waiting on the other side of the door.

Kill him and go down the corridor to another door which opens. As it does a turret opens fire from the rear, so watch out. Continue down the corridor,



This level taunts you by showing you the sixth Primagen Key right at the start. You need to go all the way through the level before you can return and collect it though.

MISSION OBJECTIVES

- Destroy Three Automated Assembly Plants
- Purify the River of Souls by Recalibrating Four Power Generators

KEYS TO FIND

SIXTH PRIMAGEN KEY

You see this key right after you enter the level. Unfortunately it's protected by not one, but four force field generators which you're going to have to find and deactivate.

PLAYERS
1-4CART SIZE
128MMEMORY
NoPUBLISHER:
DEVELOPER:Acclaim
IguanaGAME TYPE:
ORIGIN:Shoot-'em-up
USARELEASED:
PRICE:Out now
£39.99

HIP

TOP TIP

Take out gun turrets quickly with the scorpion launcher so as not to lose much energy.

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collecting Health from an alcove on the left and at the next door go through and kill the next turret. You come to a junction, where a Wheeler attacks from the right. Kill him and go forwards to come to the first save portal. Enter and save the game.

SAVE PORTAL

When you exit the save portal, check around the back for Flame-thrower Fuel then leave the room and go left at the junction, through a door and down a corridor to another junction. The door ahead won't open yet so go right – blowing away the turret that pops out behind you – to come to a platform with Health on the right and stairs on the left leading down to a Blue Crystal hovering above a laser pit. Jump across using the wind to reach the upper tunnel opposite, follow the corridor and kill the Wheeler who attacks you then continue round to find a whispers platform. Walk forwards to cross the gap and on the other side you are attacked by a Metal Major. Kill him and continue into a room with a semi-circular console in it and hit the Switch in the middle of the console. Go out of the door which just opened then go left to get back to the platform above the laser pit.

Move to the right edge of the platform and look down to see a tunnel in the wall below. Use the Tek Arrow sniper function to take out a Steamer who's patrolling the corridor then jump across and down to the tunnel and grab some more Health.

Follow the tunnel round through a door and turn left at the junction to come to a Switch on the right. Hit the Switch to extend a bridge allowing you to get the fourth Ion Crystal but be ready for a gun turret which drops from

the ceiling and starts shooting from behind you.

Once you've collected the Crystal, return to the junction and go left through a door, collecting Shotgun Shells from an alcove on the left, follow the corridor, getting attacked by a Wheeler and you come to another junction. Go left into a room containing the first Power Generator.

Kill the Steamer who's patrolling the area and shoot out the four green crystals at the base of the power generator then touch each hole to put in the Blue Ion ones, recalibrating the generator.

Collect the Red Tokens from around the room and jump into the water to the left and right of the door to find two short tunnels containing Health. Leave the room and go left to get to another inactive teleport and hit the Switch on the left to activate it. Be ready to take out a gun turret that emerges behind the teleport. Enter Teleport Two.

TELEPORT TWO

Go forwards in the next area and at the junction ahead get ready for some action as a turret appears on the wall to the right and a Wheeler attacks through a door to the left.

Blast them and go straight on then follow a line of Red Tokens up a staircase to a console with a Red Switch on it and a Health, overlooking the centre where the Primagen Key is located. Collect the Health and then drop down into the central area.

Go straight ahead from where you land (going clockwise around the perimeter of the room) to the next door – grabbing the Red Crystals to the left on the way – and go through the next door which you just opened. Kill the Wheeler



who attacks and take out a turret on the left wall at the junction then go straight ahead, destroy the next turret which appears on the right wall at the corner and round the corner for a Mag 60, a Firestorm Cannon and a Shredder and continue around to collect a Health.

Go left to a junction and go left again and you come to an inactive teleport. Destroy the gun turret that drops from behind the teleport and hit the Switch on the left to activate it. Turn around and blast the gun turret that drops in the corridor behind you then go through Teleport Three.

TELEPORT THREE

Follow the corridor forwards and left, grabbing a Tek Bow as you do and pass through the door. You find yourself on a raised platform. Snipe the two Steamers that you can see and drop down then head up the stairs to the right for some Health and drop back down and jump onto the fan to the left of where you came in, turning right as you rise to step onto a fairly wide platform with a

Collect 16 Blue Ion Crystals to reconfigure all four power generators.



LEVEL WEAPONS

NUKE

You finally get the last part of the Nuke Weapon from the fake Warp Portal, but as it's practically the end of the game, where's the fun in that?



The wheelers are one of THE most annoying monsters ever! They rush at you like and make a horrendous noise.



All the teleports on this level need to be activated before you can use them. Fortunately the switch is always close.



The metal major is a huge robotic-looking individual. When killed he releases a scorpion missile.

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MISSION OBJECTIVE

FIRST POWER GENERATOR

Between the first save portal and Teleport Two. To purify the water, blast the four Green Crystals and touch the empty holes to insert the four Blue Ion Crystals you collected.



floating platform just across the way.

Shoot the Steamer on the other side of the room then crouch and jump to the narrow platform on the left and run along to hit the Switch which activates the floating platform. Immediately you hit the switch, jump down, run right, leap on the fan and at the top race to the floating platform because it only stays on your side for a few seconds and if you miss it you'll have to hit the Switch all over again.

Ride the platform to the other side and hit the next Switch on the console. Back into it if possible and keep your sights on the northwest corner where a gun turret appears.

Shoot the gun and another appears in the northeast corner so blast that one too then drop down off the platform, turn right, kill the Wheeler and pass through the newly opened door, where another gun turret appears at the junction ahead.

Blast it and at the junction go left into a dead end with Health and Scorpion Missiles. Go back to the junction and straight on to another junction where you should go straight on again, killing another gun turret and coming to another dead end with PFM Ammo and Health. Go back and at the junction this time go right into a room with a Steamer at one end. Kill him and hit the Switch on the console that he was guarding to open a door on the left as you came in.

Face the door and you can see a room with lasers across the entire floor and fans set into it. There are columns of different height all round the room. Jump across to the fan on the right to rise up to the platform ahead with the Blue Health on it then jump forwards again to be lifted up to the ledge with the Red Tokens on it. Follow the ledge round and turn left to see the next Blue Ion Crystal and jump across to grab it.

Hit the Switch to the right of the Crystal to open the door opposite the room you're standing in and turn left to jump to the next platform northwest of your current position containing another Health. Jump forwards to exit the room and enter the newly-opened door.

At the end of the end of the corridor a Metal Major attacks you so kill him and continue round a bend to the left, collecting an Ammo Box from an alcove on the right and kill a Wheeler who



Sniping with a weapon like the Plasma Rifle is an ideal way to pick off those dangerous enemies. attacks from further down the corridor. Continue to a junction, collect some Health and go left through a door, blast the gun turret that appears and then continue to a dead end to find Shotgun Shells and Health.

Return to the junction and go straight on to come to a circular tube with Yellow Tokens up the middle and fans to the top and bottom. Jump into the centre of the tube and as you rise, turn left and step off into the tunnel that's leading west. Go down the tunnel, grabbing the Shotgun Rounds on the way and continue along to find the second save portal. Save the game!

SAVE PORTAL

Out of the save portal, check round the back for Tek Arrows and proceed back down the corridor, blasting the gun turret that's appeared and walk forwards to drop down the tube and keep pushing forward to enter the tunnel at the bottom.

Go through the door and round a corner and the next door brings you into a room with a bridge in front of you and a Steamer sniping at you from across the room to the left.

Kill the Steamer and a gun turret opens up behind you, so blast it and



This crystal is quite awkward to get to. Fortunately a number of fans set into the floor aid your progress.



Save portals are prolific on this level, go back to them before you attempt anything that looks tricky.

walk forwards onto the platform ahead. The bridge in front retracts, so turn to the left and jump down to the walkway below then move along and hit the Switch on the console to lower a floating platform. Jump onto the platform and ride it to the top. Hit the next Switch as you get off the platform then turn right and jump into the tunnel with the Grey Health in it. Follow this along and drop down the hole. Walk against the wind south down the tunnel then turn left and push backwards to slow your progress towards the next Blue Ion Crystal. Let the wind push you to grab the Crystal then push back into the tunnel before you fall and return to where you dropped down. Go north to a junction and go right for some Health then go back to the junction and straight on, collecting Clips as you do and go right at the next junction. In the section with the lasers on the floor jump to the left for Red Tokens and the right for a Shredder if you want them, then continue out the other side till you reach a junction.

Go right at the junction to another laser room with Red Tokens on the left and a Cerebral Bore and a PFM Layer on the right. A turret descends when you enter the room so blow it up then jump to the ledge with the Cerebral Bore and go out the door there where another fan pushes you upwards. Turn left as you rise and take the tunnel at the top leading south onto a platform where you collect a Flame-thrower.

Hit the Switch ahead of you to extend the bridge that retracted when you first entered the room then hit the Switch to the left to open the door opposite it and go through to be confronted by a Metal Major. At the junction go right through a door, grabbing PFM Ammo as you go



PLAYERS

1-4



CART SIZE

128M



MEMORY

No

PUBLISHER:
DEVELOPER:Acclaim
IguanaGAME TYPE:
ORIGIN:Shoot-'em-up
USARELEASED:
PRICE:Out now
£39.99**TOP TIP**

Look down and push forwards to go against the fans that push you up in the tunnels.



This is quite a tricky area to get around, don't forget to keep an eye out for any monsters that need killing.

and kill the Wheeler that attacks through the door ahead.

Go through the door and right at the junction into a dead end for some Grenades and Health then go back to the junction and right to come to a inactive Eye of Truth platform. Make a note of this area and go back and straight on at the junction through a door, blow the gun at the next junction and turn right to get to another inactive teleport. Hit the Switch to activate the teleport and go through Teleport Four.

TELEPORT FOUR

At the junction ahead go left, blow the turret that appears on the corner, shoot the Steamer and the Switch in the alcove by the Shotgun Shells on the left to open the next door. Follow the corridor round to the newly-opened door where a turret blasts at you and dive in before the Switch resets and the door closes. Walk onto the lift and ride it to the top. At the top go right and blast the Wheeler who attacks you then edge round the corner and shoot the turret on the wall ahead and shoot the next Wheeler that attacks and the Steamer behind him. Follow the corridor to a big room with lasers where the floor should be. To your right is a Blue Crystal which you can't get yet, so go left and blow away the Steamer by the consoles, grab the Grenade Ammo and hit the Switch to open the door. This is another timed switch, so run right and back to where the Crystal is and jump through the open door to grab it. In the new room, kill the two steamers then go to the left of the room – collecting Flame-thrower Fuel from the centre as you do – and hit the Switch on the big semi-circular console to open the door at the northwest side of the room and jump through it for another Crystal. Activate



the Switch in the middle of the room to get back into the room you just left and hit the Switch on the south side of the centre two consoles to open the door at the south-east of the room, releasing a Wheeler. Kill him and go through the door to blast another gun turret and follow the corridor to the next power generator area.

As before, shoot the four Green Crystals and replace them with Blue ones but this time keep an eye out for Steamers and Wheelers who attack as you do so. Once you've activated the power generator, drop into the water for some Health and collect the Yellow and Red Tokens from around the room then return to the room with the circular consoles and press the Switch on the north side of the middle one to open the door on the northeast of the room.

Go through the door, kill a Wheeler, grab some PFM Ammo from the corridor and go right at the junction for a dead end room with a Firestorm Cannon and some Health. Return to the junction, go straight on through the next door to find another inactive teleport and blast the gun turret that appears behind you as you do so. Turn, blast the turret that appears behind the teleport and hit the Switch to activate it. Go through Teleport Five.

TELEPORT FIVE

Go forwards and shoot the gun turret ahead of you and blow away the

Steamer that attack you from the left at the junction. Go left and up some stairs and hit the Switch on the console to open the next door. Grab the Grenade Launcher and drop into the room with the Primagen Key then go right a few paces and walk forwards past it, grabbing Health from the left as you do and pass through the door at the northeast of the room.

In the next corridor a Wheeler attacks, so kill him and grab Yellow and Red Tokens from the left and shoot the turret that emerges from the wall on the left at the first corner. Grab the Shotgun Shells from next to the dead turret and follow the corridor round – picking up Cerebral Bore Ammo – to a junction



These narrow corridors are a real pain. Fans push or pull you in various directions making moving difficult and if you touch a fan it causes damage.

Many rooms on this level have lasers running across the floor. You can't afford to touch the ground in these rooms, as the lasers are deadly.

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with three Red Tokens in it. As you enter, all the doors shut and a gun turret emerges from the wall on the right. Blast it and hit the Switch on the left to open the doors ahead and behind you, go through the one ahead and blast the gun which emerges in front of you. Activate and pass through Teleport Six.

TELEPORT SIX

In the new area go through the door to a junction and kill a Wheeler ahead of you and go left, round a corner, kill a gun on the wall to the left and collect a Mag 60 and Health from the dead-end room.

Go back to the junction, blowing another gun up as you reach it and go straight on to another junction. Go left at this junction, grabbing PFM Ammo from the left as you pass through the door and follow the long tunnel to a row of Yellow Tokens and a gun turret to a dead-end room with a Shredder and more Health.

Make your way back to the junction and turn left, but be ready for the gun turret that appears back at the junction as you reach the next door and the Wheeler that follows it.

You come to a wide open room with various monsters sniping at you, so clear them out with your Plasma Rifle and go left down the steps and continue round. Drop to the ledge below and walk to the end to collect some Shotgun Shells then cross one of the narrow bridges to get to a small area with a lift and when it reaches the top of its rise, jump towards the northwest to get onto a platform with a computer console and a Switch on it. Hit the Switch to start a platform moving side to side in front of



The doors on level six all open and close with a very distinct sound. This noise often warns you of imminent attack.

you and jump onto it. Wait until the platform is level with the small tunnel in the wall and jump across to collect the Blue Ion Crystal, pushing back immediately or a fan sucks you in. Drop down and get back up to the platform moving sideways and ride it to the north side of the room (just above where you picked up the Shotgun Shells).

Follow the new platform around and out the door on the left and a door closes in the new area on your right. Go head and a Wheeler attacks you, kill him and carry on round past three switches on the left, killing a gun turret that appears then make your way back round, hitting all three switches and collecting Health as you go. The door that closed is now open on your left so go through it into a small area with another closed door on the left. As you enter the area the door on the left opens and the other two shut.

Kill the Metal Major that attacks through the new door and collect a Shredder, a Scorpion Launcher, a Firestorm Cannon, a Mag 60 and a Blue Ion Crystal. Exit the room and go left and hit the Switch there to open both closed doors through which gun turrets fire and a Steamer attacks. Go through the east door and turn right then follow the next corridor up to a junction where a Wheeler attacks and a gun turret opens fire. Blow everything away and go forwards through a door, down the corridor collecting Yellow Tokens to a room with the third save portal in it. Save the game again!

SAVE PORTAL

Out of the portal, go back to the junction and right, following the three Red Tokens into a narrow tunnel where wind pushes you backwards. Go right at the first



Once a generator is recalibrated it stops polluting the River Of Souls. So you're helping the environment!

junction, continue through a room with three Ammo Clips, through a room with lasers on the floor, Health and Red Tokens to each side where a gun turret attacks and finally you come to a fan which blows you upwards.

Turn left as you rise and go through the west passage at the top, collect the Flame-thrower Fuel and carry on for three more Ammo Clips and to enter another laser-floor room with Health and Red Tokens. Another gun turret blasts you as you enter, so take it out and go left to come to another fan which pushes you up, but you want to go down, so aim down and at the bottom go right into another laser floor room with a turret. Grab the Red Tokens and Health and go left out of the room into another corridor with three Ammo Clips then through into another laser floor room with gun turret, Red Tokens and Health and continue straight through and then left at the next junction, where another fan takes you up again.

Turn right as you rise and follow the tunnel to another laser floor room like the others and go straight through it into a full-sized corridor. Go right down the corridor to a dead-end room for a Tek Bow Quiver and some Health then turn around and go back and straight on past the round tunnel on your left where a gun turret appears and kill the Wheeler that attacks from in front. Carry on through another door, activate Teleport Seven and go through.

TELEPORT SEVEN

Go straight ahead through a door and kill the Wheeler that attacks you and go straight on at the junction, collecting Yellow Tokens to come to a dead-end room with Health in it. Return to the junction where a gun turret appears

MISSION OBJECTIVE

SECOND POWER GENERATOR

Shortly before Teleport Five. As before, blast the green crystals and put in the Blue ones to purify the water.



Lifts are important in this level. Some of them need to be activated by switches, some of them are automatic.





PLAYERS

1-4



CART SIZE

128M



MEMORY

No

PUBLISHER:
DEVELOPER:Acclaim
IguanaGAME TYPE: Shoot-'em-up
ORIGIN: USARELEASED:
PRICE:Out now
£39.99

TOP TIP

Use the shape of the walls as cover when taking on gun turrets and sniping enemies.

89

and go left. Follow the corridor, kill the Wheeler and gun turret that attack you then go right at the junction to find a Leap of Faith platform. Take the leap to collect Yellow Tokens and reach a platform at the far end of the area with a console and a Metal Major on it.

Kill the major, hit the Switch to deactivate a force field generator and take the other Leap of Faith platform back, collecting Health on the way.

Turn right at the junction and go through the door to find a Cerebral Bore in front of the next door. Enter the new room, kill two steamers and a Wheeler and explore the room for Red Tokens then climb the stairs which were ahead of you as you came in to open the doors up the stairs in the southwest corner of the room. Quickly move to the door and up the stairs into a small room and kill the Metal Major who's guarding a Blue Ion Crystal and grab the Arrows.

Next walk to the door you came into the small room by to open it and hit the Switch on the console the major was guarding to open the door in the southeast corner and run around to that door and in to kill another Metal Major and collect another Blue Crystal. Grab the Crystal and the Arrows and hit the Switch on the console to open the door in the main room underneath the first Switch you pressed. Leave the small room, go down the stairs and go through the door to a room with a locked door on the right and a normal door on the left. Hit the console Switch to open the locked door and go down the new corridor to find the third Power Generator. Kill the Metal Major on the other side of the room and examine the generator. You should see that the platforms leading to each Green Crystal are moving and there are lasers over the water.

First off, pass round the structure and blast the green crystals from the bank, then jump onto the first two platforms in turn, ride them to the centre and jump onto the generator to place the Crystal and jump straight back to get onto the bridge and jump again to return to the bank. To get to the bridges on the other side of the water, jump onto the bridge on the left as you entered and then from there to the next bridge as they both extend. Grab two Red Tokens and two Health



The scorpion missile launcher is a fairly effective weapon, against even the heavily armoured targets.

then place the final two crystals. Exit the room and go back to the room where you hit the console Switch and kill the Steamer that attacks you. Go straight on through the next door, activate the teleport and blow away the gun turret then enter Teleport Eight.

TELEPORT EIGHT

A gun appears to your left as you emerge from the teleport so blow it away and go right at the junction, up the stairs to kill the major then hit the Console Switch to open the next door and walk forwards and grab the Scorpion Missile Launcher and drop back into the Primagen Key room and turn left.

Grab the Red Tokens from the alcove just ahead and go forwards and left at the first door to kill a Metal Major and pass into a new corridor. As you pass through the next door kill the Steamer and follow the line of Health to the next door beyond which is a junction. Go left to another inactive teleport, hit the switch, blow away the gun turret and enter Teleport Nine.

TELEPORT EIGHT

Go through the door ahead, kill two Steamers and grab a Firestorm Cannon



You need to jump across from a moving platform to get to this crystal. Be very careful not to get sucked in by the fan.

where a gun turret opens up to the right. Blow it up and another appears on the left so blow that up too. Kill the Steamers sniping from alcoves on the right and left and take the northeast passage forwards, killing the Wheeler who appears and grabbing the Shotgun Shells from the alcove where he emerged and go through the door. Kill the Metal Major who attacks and climb the stairs on the left for two Health. Drop back down, grab the Pistol Clip and go through the next door, kill two Steamers and blast the gun turret shooting at you from ahead.

Explore the room and clear it of any Wheelers and gun turrets that attack and grab Shotgun Shells, Health and Yellow Tokens then go down the stairs in the centre of the room to collect a Blue Ion Crystal.

Hit the Switches on both consoles in this area to open the door on the east side of the room (behind you as you went down the stairs to the Crystal) and hit the Switch on the left to activate Teleport Ten. Enter it.

TELEPORT TEN

Go through the new door and you come to a crossroads. Walk forwards and up some stairs over a platform above which a Crystal is floating and go left at the end into a room with yellow and Red Tokens and a Switch.

Hit the Switch and two Wheelers attack from either side of the room, so kill them and grab Shotgun Shells from their alcoves. Leave the room and go straight on past the corridor on the

Some of the tunnels are a little confusing at first, so it's advisable to have the on-screen map active to help work out where you're going.



PAGE No.

89

TIP

GREY EAGLE FEATHER

This is found in the short distance between Teleports Eleven and Twelve.



The grey eagle feather grants you the eye of truth. Allowing you to see platforms that weren't previously present and access new areas.

right and enter the door on the right that just opened. Kill the Metal Major and grab the Health then proceed forwards and down into a low tunnel with Yellow Tokens along it.

At the end of the tunnel take the door that is on your right and kill the Wheeler then collect three Health and hit the Switch on the right to open the door directly ahead and also the one on the other side of it.

Quickly run through both doors as they are on a timer and collect three Health and hit another Switch on the right as you entered to lower a lift farther on and release a Wheeler into the room with you. Kill the Wheeler, grab the Shotgun Shells and go out the door ahead and right, collecting Yellow Tokens and hop on the lift at the end.

At the top, jump off and go forwards and right up some steps to get two Cerebral Bores, a Health and a Switch. Hit the Switch, then go down to the edge of the platform and jump to collect the Blue Ion Crystal.

Turn and jump onto the platform the Switch just triggered as it rises and ride it to the top then go left to get onto the new platform.

Kill the Steamer who's up some stairs to the left and go forwards to the stairs then right, then right again to find and activate the first Warp Portal Switch. Go up the stairs for Health and a Red Token and hit the Switch to open the door at the bottom of the stairs and drop down and pass through it.

At the junction ahead, go left to find the first warp portal, but don't go in yet as you need the Grey Eagle Feather, just remember where it is. Go back to the junction and go left to another inactive teleport. Destroy the gun turret that appears and activate and go through Teleport Eleven.



Chuck a grenade or two in with the pistons and the whole system goes to pieces. Bit of a lucky break that!



WARP PORTAL

FIRST WARP PORTAL

Shortly before Teleport Eleven. Enter with the Grey Eagle Feather and offer it to receive the Eye Of Truth Talisman which reveals previously invisible bridges.

TELEPORT ELEVEN

Go through the door ahead, kill a Wheeler and grab Shotgun Shells from his alcove then collect some Health and follow the corridor left, picking up Cerebral Bore Ammo as you go. Follow the corridor for more Health and through the next door kill a Metal Major then proceed through the next door, collecting more Health and continue to a junction where there is yet more Health and a Wheeler attacks. Go right at the junction and kill a Metal Major in the new area then check around the circular structure to the left as you entered for a Blue Ion Crystal, some Health and the Grey Eagle Feather.

WARP PORTAL ONE

Make your way back via Teleport Eleven to the warp portal and enter it and offer the Grey Eagle Feather to receive the Eye of Truth Talisman that lets you see things that weren't there before!

Once you've got the Talisman, make your way back to the room which had the inactive Eye of Truth platform and cross a bridge that's been revealed to a tunnel, follow the tunnel round and take the next Eye of Truth bridge up to a switch, killing anything that gets in the



The grey eagle feather grants you the Eye of Truth. This allows you to see platforms previously invisible platforms.

way. Hit the Switch to deactivate a force field and return to the room where you picked up the Feather. Leave this room and go straight on to get to Teleport Twelve which is guarded by a Wheeler. Kill him and activate the teleport then go through.

TELEPORT TWELVE

Leave the teleport room and on your right is the second warp portal which is closed at the moment so go straight on and kill a Metal Major and a Wheeler who emerges when the major dies then grab the Yellow and Red Tokens and exit the room, watching out for Wheelers attacking from behind as you do.

Go down a corridor past a construction area where Steamers are being assembled and go down a staircase to a PFM Layer and some Health and another Blue Crystal behind some laser beams ahead. Go left out of the room, collecting Yellow Tokens and blast the gun turret that fires when you open the next door. Continue along the corridor, hitting a Switch on the left and blowing away a Wheeler who attacks from behind and you come to the first assembly plant.

Grab some Grenades, Shotgun and Pistol Ammo from the left and right, shoot the Metal Major on the left and touch the two blue things in front of you to pick up the Blue Power Cells and exit the room. Shoot the gun turret that's appeared and go back to the room with the red laser beams. Touch the red things to each side to swap the laser cells over and make the laser beams harmless. Return to the assembly plant and put the Red Cells in where you took the blue cells out to destroy the plant. Return to where the blue beams are blocking your path and pass through them (they're harmless) to collect the



When going through one of the many teleports, you first need to activate it by using the console switch to the left.



PLAYERS



CART SIZE

128M



MEMORY

No

PUBLISHER:
DEVELOPER:Acclaim
IguanaGAME TYPE:
ORIGIN:Shoot-'em-up
USARELEASED:
PRICE:Out now
£39.99

TOP TIP

Search all the alcoves, the Wheelers come out of to find extra Ammo.

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WARD
PORTALSECOND WARP
PORTAL (FAKE)

A short way past Teleport Twelve, although the Switch is further on behind a force field of deadly red beams. This time the cyclops really go all out. You have to take one a ridiculous number of normal, blue and red cyclops in what seems like an endless chain of rooms but it's worth it because at the end you get the sixth Nuke Piece and the weapon is yours!

Blue Ion Crystal. Kill the Wheeler that attacks from the door ahead then hit the warp portal Switch to the left and return to the second warp portal which is now open. Enter the warp portal and prepare for combat!

WARP PORTAL TWO

From the small square room, walk forwards for a cut-scene then kill the two cyclops that attack from the front, the two blue cyclops that attack from the side and then four more cyclops from the left and right. Go right into the small side room and kill the blue cyclops then hit the wheel he was guarding and go left to the other small room, kill another blue cyclops and hit the second wheel to open the door opposite where you first started.

Go through this door and kill the red cyclops who attacks and follow the corridor to a tall, square room and kill another red cyclops then hop on the lift which was on the left as you entered. At the top go straight on and then left to kill a blue cyclops then follow the corridor out onto a platform, hit the wheel on the wall and drop down into the room below where one of the closed doors is now open. Go across to the opposite lift and at the top kill the next blue one and hit the wheel on the platform opposite the one you were just on and snipe at two new blue cyclops who emerge from the newly opened doors down below. Drop down, go through the west door and kill the red cyclops at the end of the corridor to open the door behind him. Kill the two



In the assembly areas you can watch Steamers being created. The method of assembly is something you can use to your advantage.

normal cyclops that attack from here and enter to find another red cyclops guarding a wheel. Kill the red cyclops, hit the wheel then return to the central area and go through the east door for a repeat performance. Once you've hit both wheels, return to the central area and go through the new door, killing another red cyclops and in the room at the end of the corridor, kill the cyclops, the blue cyclops and the two red cyclops

to open the last door leading to the Nuke Piece and confront one final red cyclops. Kill him and grab the Nuke Piece to get the Nuke Weapon, then move forwards to get a lecture from Adon and exit the warp portal.

THE FINAL POWER
GENERATOR

From the Warp Portal room, go right to return to the room where there are now



Swap over the power cells in the assembly plant and destroy all the robots as they are being created.

MISSION
OBJECTIVETHIRD
POWER
GENERATOR

You find this one a little way before Teleport Eight. This time the water below the generator is covered with deadly lasers and the platforms to the centre retract and extend. You need to shoot the Green Crystals as before then jump from the extending platforms to place the Blue Crystals and leap back onto the platforms before they retract.

FIRST
ASSEMBLY
PLANT

Not far past Teleport Twelve. To destroy this plant you need to remove the two harmless Blue Laser Crystals and replace them with two Red Ones. Do this and the plant destroys all the robots it should be creating!

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MISSION OBJECTIVE

FOURTH POWER GENERATOR

Not far past the second Warp Portal you find this one. Again, the layout is slightly different.

This time the platforms to the centre are moving round in a circle and more deadly lasers impede your progress. There is room to stand in the centre though, so do this, blast the green crystals and insert the final four Blue ones to complete the mission.

OBJECTIVE

SECOND ASSEMBLY PLANT

Shoot the computer in the room where you found the Feather to open the door to the second assembly plant. Go into the plant and once again replace the Blue Laser Crystals with red ones (this time taken from the fourth power generator room).

blue lasers and go through and enter the door beyond. Follow down the corridor in order to find the final power generator room.

This power generator is a little different again. Kill the Metal Major on the right then shoot the two Green Crystals you can see and jump onto the rotating platform in order to reach the centre and plant the first two Blue Ion Crystals, being careful not to touch the red laser beams.

Next, drop into the water and take the step on the right up to the next platform. As you pass the lasers, touch the red power cell to pick it up then shoot out the other two green crystals and take the moving platform across to put the other two blue ones in, completing the mission.

Next, jump from the centre to the other side and grab the other red power cell. Then check the water on either side of where you came in for some Health then jump into the water on the opposite side of the room to the entrance to find more Health and an underwater tunnel which leads to a console room.

Kill the Metal Major and hit the Switch on the console ahead to deactivate a force field. Return through the tunnel and exit the power generator room, go straight on then right and through a teleport to get to the room where you found the Feather.

Fire a Grenade at the computer console to blow the second assembly plant then turn and take on the Wheeler who attacks from the left as you leave. Leave the room, kill a Wheeler and look for the door on the right leading down some steps and go down and round to come to the next assembly area. Touch the Blue Crystals there to remove them and insert the Red ones.

Next, go back out of the room, up the steps and right and follow the corridor to another teleport. Through the teleport, turn left to find a square box with a small Switch on the front of it. Shoot the Switch then lob Grenades and destroy the third assembly area.

Next go forwards past the dead tubes and left at the lift and go through the teleport at the end.

From the teleport, go forwards and then right then head to the west of the map and go back through Teleport Nine. Through the teleport, kill a Steamer and



Finally, at the end of Level Six, Turok gets nuclear capability. Bit late really, considering how far you've come.

go straight on at the junction, killing two Wheelers and blowing a gun turret then follow the corridor round to the right, collect some Red Tokens and climb the stairs to kill a Metal Major and hit another switch. Grab a Red Health from the right and drop into the Primagen Key

room, killing a Metal Major who's wandering round.

Go to the centre, grab the Primagen Key which is now accessible and go to the north of the room, down two sets of stairs to the door you just opened. There are loads of weapons to collect before finding and going through the end of level portal.



MOTHER BOSS

This boss is a huge fat blob with long arms that swipe at you.

Jump over her arms and shoot at them to blow them off as the rest of her is impervious. Once you've blown them both off she grows new ones and Turok races for cover as rocks fall from the ceiling. Blast her again on her new arms and run back into cover when she sucks you out into the main area with the falling rocks. When her arms have been blown off again her butt goes mental and she grows new legs. Avoid her when she runs at you and blast her in the head until she has enough and retreats from the fight and you warp back to the hub.





PLAYERS

1-4



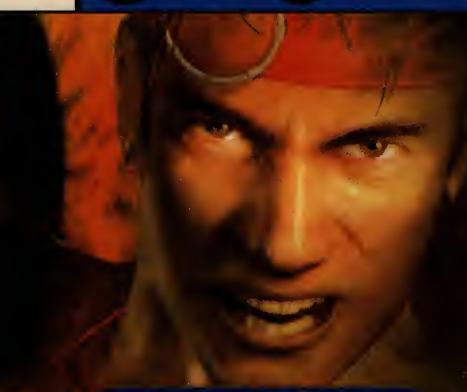
CARTRIDGE SIZE

128M



MEMORY

No

PUBLISHER:
DEVELOPER:Acclaim
IguanaGAME TYPE:
ORIGIN:Shoot-'em-up
USARELEASED:
PRICE:Out now
£39.99

INTERLUDE: BACK TO LEVEL THREE

Make your way through the level, using the water marked by the Breath of Life symbols for shortcuts and to pick up a bit of extra Ammo and Health and return to Teleport Three. From Teleport Three, go left and you come to a Breath of Life symbol near a bridge. Jump into the water from here and swim down to find a tunnel. Follow the tunnel around and in the area where you surface swim round to some land and two ladders leading up. Kill any monsters that assail you and climb both ladders to get the third Primagen Key. Check the water for an Ultra Health and return to the tunnel and go through to get back - you may need to use the Torpedo Launcher to beat the tunnel and let the current take you back to dry land and a ladder. From here, make your way to where you saw the inactive Eye of Truth platform (just past Teleport Nine). When you reach the eye of truth platform you can now see an extremely thin bridge with Health on it leading to an area you haven't been to yet. Climb the short ladder ahead and kill the gunner to open the cage on the right. Enter to collect a Firestorm Cannon, a Flame-thrower and a Charge Dart Rifle. Leave the cage and jump into the first hanging one, then leap from cage to cage to collect the Red Health. Shoot the lock of the next cage for a PFM Layer and a Grenade Launcher. Kill the gunner north of the second cage and walk along the wall to collect a Red Token. Jump from the wall to the ground below where a line of Yellow Tokens leads to a gunner and shoot him then blow the lock off the cage behind him to get a Scorpion Missile launcher and then take the sinking log across to climb the tree and get back up to the wall via the ladder. Return to the end of level portal and exit.

INTERLUDE: BACK TO LEVEL FIVE

Enter the level five portal and make your way through to Teleport Eleven then go back to the room where you saw the inactive Eye of Truth platform (through an underwater tunnel and another teleport) and follow the new platform, collecting Health and Red Tokens into a tunnel at the top. Turn and shoot the monster who snipes from above and follow the tunnel to another walkway, collecting more Yellow Tokens and shooting a sniper on a platform ahead. Shoot one more sniper on the platform you're heading for and collect the fifth Primagen Key, then make your way to the end of level portal and exit back to the hub.

PRIMAGEN BOSS



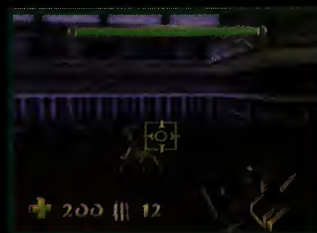
Place the six Primagen Keys in the centre of the hub. When you place the sixth you are taken to meet Primagen in a cut scene. During the fight, pass round the chamber to pick up Health and Ammo.

He starts off behind a sealed window but soon comes out to attack you. Blast his antennae. When you've blown off his four antennae he retreats into his chamber, bird-like creatures come at you and bombs drop from the ceiling.

Kill the birds (you may need to finish them off on the ground once they've dropped from the air and avoid the bombs). A good weapon to use is the shredder. When you've killed enough of the birds, he comes out and attacks you again. Shoot his arms until they're gone then he once more retreats inside and the bird/bomb cycle starts again. Kill them all and avoid the bombs and he comes out again.

This time, he charges at you and tries to push you off the sides of the platform so avoid him and shoot him in the head.

Keep shooting him the head until the Totems gather all their energy and annihilate him!



MISSION OBJECTIVE THIRD ASSEMBLY PLANT

Just past Teleport Ten, so it could actually be the first of the assembly plants if you wanted to do them in that order. Blast the Switch on the square box near the tubes with incubating monsters in them then lob grenades into the pistons to shut the whole thing down, mission accomplished!



BODY HARVEST

94

Only you can protect the earth from this bunch of human hunting aliens.

64 SAYS

IN ISSUE 20
64 MAGAZINE
SAID:

"FANTASTIC
LOOKING BUGS
AND EFFECTS
MAKE FOR A
VERY BIG, VERY
TOUGH, BUT
SLIGHTLY FLAWED
CHALLENGE!"



64 MAGAZINE ISSUE
22 IS OUT NOW AND
IS AVAILABLE FROM
MOST GOOD
NEWSAGENTS

THE FIRST AND BEST
NINTENDO 64 MAG!

CHEATS

These cheats will help you power up, or will have some amusing effects on the surroundings.

WEAPONS POWER-UP:

Enter ICHEAT as your name. Then, press A, Right, C-Down, C-Right, C-Up, A, Left during game play.

SURREAL GRAPHICS:

Enter ICHEAT as your name. Then, press C-Down, Up, Right, Right, C-Right, A, Left during game play.

SMART BOMB

Enter ICHEAT as your name. Then, press A, C-Up, C-Up, Up, Left during game play.

REFILL HEALTH/FUEL

Enter ICHEAT as your name. Then, press Down, Up, Right, A, B, Left, C-Right during game play.

SERIOUS FIREPOWER

Enter ICHEAT as your name. Then, press C-Down, C-Up, Up, Z, Z, Left, C-Right during game play.

PLAYERS
OneCART SIZE
96MbMEMORY
Yep!PUBLISHER:
DEVELOPER:Gremlin
DMA DesignGAME TYPE:
ORIGIN:Adventure
UKRELEASED:
PRICE:Out Now!
£49.99

ARVEST PART 2

Step back into your special C90 armour and continue your mission to rid the world of alien invaders - it's time to make them pay!

LEVEL 2 JAVA - STAGE 1

JAVA 1941

At the start, continue to head to the west until you arrive at the village of Swampville. Quickly blast the Harvester to avoid any human casualties, then blast the remaining aliens to clear the village.

1



2



Search the houses to find some Health and Ammunition, then enter the large building and speak to the native in the centre who will let you take the Hunting Rifle from the gun rack. Leave the building and jump into the truck outside, then drive down the path to the

north to find Bob's Bargain Boathouse.

Splatter the bugs that beam in as you approach the hut, then step inside to speak to Bob about his boat. The boat is out of order at the moment, so grab the Ammo and Health, then return to the truck. Drive along the cliff to find a cable car station, then wander inside to speak with the operator. Grab the extra Ammunition from

INFO

Check the map: to find out your mission



CONTROLS

Use these buttons to control Adam as he makes his way through the alien infested landscape.

A BUTTON: Action Button/Accelerate

B BUTTON: Reverse

▲ C BUTTON: Zoom In/Out

▼ C BUTTON: Enter/Exit vehicles and Centre Camera

◀ C BUTTON: Move Camera Left

▶ C BUTTON: Move Camera Right

ANALOGUE PAD: Move Adam

Z BUTTON: Fire Weapons

LEFT BUTTON: Answer Incoming Messages

RIGHT BUTTON: Gun Slight

D PAD: Change Weapons

KILL ADAM

Enter ICHEAT as your name. Then, press B, Left, C-Right, C-Right, Down during game play.

CREATE MUTANT

Enter ICHEAT as your name. Then, press C-Down, Up, Z, Z, C-Right, Right during game play.

BLACK ADAM

Enter ICHEAT as your name. Then, press C-Left, C-Right, A, C-Down, C-Right, Left during game play.

ALL ARTIFACTS

Enter ICHEAT as your name. Then, press Up, C-Down, C-Right, Z, Up, Left during game play.

TALL ADAM

Enter ICHEAT as your name. Then, press B, A, C-Up, A, C-Up, A during game play.

SHORT ADAM

Enter ICHEAT as your name. Then, press Down, C-Left, A, Right, Z during game play.

DANCER

Enter ICHEAT as your name. Then, press Down, Up, C-Up, Down, C-Right, C-Right during game play.

FAT ALIENS

Enter ICHEAT as your name. Then, press Left, A, Right, Down during game play.

WEAK BOSS

Enter ICHEAT as your name. Then, press Z, C-Right, C-Right, B, Left, C-Right, during game play



These cheats will help when the time comes to face the ultimate battle. The processor can be really tough to beat!

TOP TIP: Speak to villagers to gain information about the local area.

PAGE No.

95

1



2



1 Use the boat to find the ugly alien processor, then destroy it quickly with your high-powered machine gun.

2 Climb to the top of the hill and then destroy the alien jelly clinging to the electricity pylon.

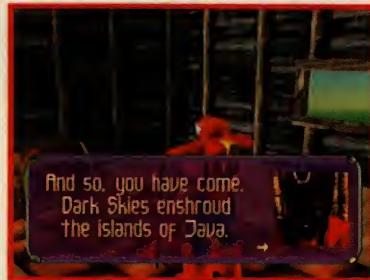
inside the crates, then leave the building and use the Hunting Rifle to blast the alien that's holding onto the cable car on the North Island. Quickly blast the two War Scouts, then jump onto the cable car and travel across the water to the North Island.

Leap onto the building on the far side, then battle the two small swarms of aliens that beam in near you. A Harvester wave will now start to attack the village on top of the hill, you need to act quickly so dash down the path to the left and grab the truck. Follow the path until it turns sharply to the right then head up the hill and into the village. Destroy the Harvester first, then concentrate on clearing the village of all the other alien scum. Quickly search the two large houses for some Health and Ammunition, then head to the east where another village is in trouble.

Destroy the bugs in the next village, then search the houses to grab extra Ammunition and Health power-ups. Now head down to the water and enter the boat hut to grab some engine parts to



Speak to the native inside the large building, then grab the Hunting Rifle from the rack on the far wall.



fix the boat on the south island. As you exit the hut, another harvesting wave will beam into the village. Destroy all the invaders, then follow the road back to the cable car station. Unfortunately there is something creating a power drain in the local area and you will be unable to use the cable car until the problem is fixed.

Enter the building and grab the Shotgun from the chest inside, then return along the path to destroy the large Gold Gunners. Explore the island thoroughly blasting all the alien invaders, then climb the trail opposite the electricity pylon to a small hut. Face the pylon and blast the alien jelly stuck to the antenna; this will restore full power to the island and allow you to head back to the south island via the cable car. Dash around the island killing any alien strays, then return to Bob's Boathouse and have him repair the air boat. Jump into the boat, then head east in order to find and destroy the alien processor. Once the processor has been demolished Daisy will send you a status beacon that will allow you to save your progress and open the gate to the next stage.



Grab the Hunting Rifle and take aim to destroy the alien creature that is preventing the cable car from moving.

PLAYERS
OneCART SIZE
96MbMEMORY
Yep!PUBLISHER:
DEVELOPER:Gremlin
DMA DesignGAME TYPE:
ORIGIN:Adventure
UKRELEASED:
PRICE:Out Now!
£49.99

JAVA - STAGE 2



WATCH YOUR STEP!

Make your way through the gate, then walk forwards and swim the small channel to reach the landmass on the other side. Read the notice board on the far side of the channel and you will find that you have entered a minefield. Walk as far left as possible, then climb the small hill to gain a reasonable vantage point from where you can obliterate the alien invaders.

Once safely across the minefield, enter the village and destroy the harvesting wave before you lose too many civilians. Now follow the road to the east and climb the track into the mountains where you will find another harvesting wave to be destroyed. Once the aliens are dead, enter the hut to grab some Health and Ammunition, then continue along the path to find a Golden Temple at the very top of the hill.

Inside the temple talk to the native, then search the hidden passage to the right to collect the Java Kris Knife. Leave the temple and head back along the path through the first small village and into the mountains beyond. To the right you will find the entrance to the military base, but you will have to sneak in past the heavily armoured sentries. Wait for a truck to drive towards the base, and then quickly drive through the gates behind it. Once inside the base, blast all the aliens that move in to



Swim across the channel, then walk carefully through the minefield keeping to the left. attack, then enter the main building. Speak to the soldier inside and he will unlock the tank factory for you, and inform you of the large infestation to the north. Search all the side rooms to gather extra Ammunition, then exit this building and get yourself a tank from the factory. Use the tank's gun to destroy the gates blocking your exit, then head north across the bridge, blasting some more gates on the other side.

Follow the road to a small temple and then walk inside to grab some more Ammunition and Health. Now head back down the hill and drive around the edge of the water to find large building with a communications tower. Speak with the radio operator inside and she will explain about the problems with the generator. Set off to find the generator, then blast the alien jelly clinging to the top. Once the generator is back in action the radio operator will contact the main base and have them splatter the large Gold Bugs to the north.

Return to the radio operator then head north along the path blasting all the Gold Bugs that are in your way. Continue to follow the path to a small settlement which is under attack from a large harvesting wave. Clear the village of aliens, then search the bunker to find extra Health and some Grenades. Follow the path back to the stone face, then

throw a Grenade into one of the eye sockets; this will unblock the tunnel entrance. Proceed through the tunnel grabbing the Health from the barrels, then emerge the far end into a small alien task force.

Wipe out the beasts, then jump into the Jeep and drive over the puddles to find a pair of Mantasaurs. Use your Shotgun to down these massive aliens, then follow the road to the right where you will find a small village under attack. Once the village is safe, continue along the track and you'll find the Processor on your left. Destroy the Processor, then Daisy will send you a status beacon to save your game, and will open the gate to stage three.



Throw a grenade into the eye socket to unblock the tunnel entrance, the Alien Processor is on the other side.

TOP TIP: A red arrow will point you towards nearby harvesting attacks.

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JAVA - STAGE 3



Each stage has its own map which will light up as you enter each area. Use the map to locate building and vehicles and then place a marker with the shoulder button.

INFO

Check the map to find out your mission



THE HEAT IS ON!

Head south-east to find your way back to the road, then look to your right to find a Bulldog armoured vehicle. Now drive north to find the gateway to the next area, then continue along the path to the north to find a village under attack from a Harvester wave. Quickly make your way to the village and blast the aliens that you find, then search the village to find out what's happening in the local area. It appears that a nearby volcano is about to erupt and the villagers of West Rua Rua are in serious trouble. Quickly get yourself to the neighbouring village on the far side of the lake – there is an air boat behind the large hut. Once inside the air boat, carefully weave your way through the volcanic rock, being careful not

1

AIEE ! What kind of Demon are you ? What do you want ?



- 1 Speak to the witch and she will give you her special medicine that will cure Murtz's fever, exchange this cure for the keys to the Motor Torpedo Boat.
- 2 Jump into the Motor Torpedo Boat and sail straight ahead killing some alien snipers blocking your path to the processor.

to damage your boat on the hot lava. There is a shortcut early on – look for the point where the narrow reef dips into the water. As you approach the village on the far side, all the civilians will leave their homes and make their way to the old freighter.

Quickly destroy the aliens attacking the village, then jump into the freighter and ferry the civilians back to East Rua Rua. Keep to the deep water channels and take your time, and you should make it safely back to dry land. The shortcut is still traversable, so it's worth using. Now enter the large hut again and speak to the gentleman inside to claim your reward for your last mission. In the two chests you can collect a Rocket Launcher and some Rockets, then look behind the house to find a Bulldog.

Drive out of the village to the south and turn left to follow a track leading up the mountain. Stop on the bridge at the very top and battle a few tough flying aliens, then carefully proceed down the slope on the opposite side. There are plenty of giant aliens here and you need to take them out quickly as a Harvesting wave will land in the village to the north-east. Dash through the puddles to find the village and destroy the Harvester before too many civilians are lost. Once the village is clear, head down to the large building near the water and speak to the Bogart lookalike about borrowing the Javanese Queen. He will tell you that you need to bring him the Idol of Rua Rua before he will help you, so raid his chest for Ammunition and exit the building.

Jump into the jeep that you find near the Javanese Queen and drive along the path as fast as you can, jumping over a cliff and landing on a path on the other side. Now follow the red arrow to find another harvesting wave and kill all the raiding mutants. Take the jeep up to the top of the next mountain and leap across the gap, then follow the path through the next village and climb the long winding path that leads up to the Monument on the hill. Near the first peak, Black Adam will taunt you, then send in two waves of aliens to attack. Be careful here, as if your vehicle goes over the edge, it's a long walk to get another. When all the aliens are dead, continue up the path. Once outside the monument, you realise that there is no door in which you can enter, so slide down the slope to the left (behind the statue) and you'll find a tunnel entrance. Inside the tunnel walk forwards and up a set of stairs, then search the large statue to find the Idol of Rua Rua. Exit the tunnel, then return to the boathouse (there's a shortcut to the right as you emerge from the tunnel) and give the Idol to Captain Bogie – he will let you use the Javanese Queen, which is parked at the end of the pier. Jump into the boat and sail upriver, blasting all the



Drive the old freighter through the volcanic passage back to East Rua Rua and you can claim a Rocket Launcher from the guy inside the hut.



Use your Machine Gun to destroy the alien processor quickly and Daisy will send you a beacon to save your game.

aliens on the shoreside with your boat cannon. After a short while you'll receive a message from Black Adam asking you to give up and join the other side. Ignore this message and continue to sail the Javanese Queen through the passage, killing all the invaders lining up on the shore. Stop the boat when you reach a jetty and then jump out and enter the cabin on top of the hill.

Speak to Colonel Murtz, and he will tell you that he's suffering from Swamp Fever and needs some medicine from the local witch. Leave the hut and dash over the hill to intercept the next harvesting wave, then once the aliens have been wiped out follow the path around the corner. Take any convenient vehicle (there is a jeep and a truck nearby) and blast up the road, taking out any intruders along the way, until you reach the witch's hut at the end. Speak to the witch to grab the medicine, then search the chests and barrels to grab some extra Health. When you leave the witch's residence, another harvesting wave will land nearby, so follow the red arrow to the scene and blast the monsters before they do too much damage.

Continue to follow the track and you'll arrive back at Murtz's hut, where you can cure his ailment and obtain the keys to the Motor Torpedo Boat. Jump into the new boat and head straight forward until you discover the alien processor (use the boat's torpedoes to take out the aliens in the water) then use your most powerful weapons to blow the beast away. Once the processor is destroyed, Daisy will send you a status beacon to allow you to save your progress, and will open the gate to the next stage.

PLAYERS
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JAVA - STAGE 4

INFO

Check the map:
to find out your
mission

FIND THE KRIS KNIFE

Cross the channel and enter through the gate, then walk into the small concrete blockhouse to collect some more Health and Ammunition. Leave the building and jump into the jeep, then follow the road to find a village under attack from a harvesting wave. Quickly destroy the harvester and its mutant army, then follow the mountain track to find yourself a tank. Another harvesting wave will land in the next village, and this time the harvester has plenty of protection – you'll need to act quickly to



avoid losing too many civilians. After the beasts are dead, search the cove to the east to find yourself an air boat, then head south and skip over the small hill to enter a second waterway.

Just through the thin passage you'll see an alien clinging to the antenna of the electricity centre. Keep out of the creature's firing range, and use your Hunting Rifle to blow the monster away. Now continue through the water to the south and eventually you will find a huge enemy barricade that is blocking the entrance to the military base. Quickly sail along the waterway opposite the blockage, then park your hoverboat and climb onto the deck of the huge battleship.

Once aboard, locate the small door on the starboard side and wander inside where you can speak to the ship's captain. He will ask you to fix the ship's fuel lines before she will move, so grab the goodies from the chests and enter the next door. Walk through the corridor and pass through another small door until you find a wheel on the wall opposite. Turn the wheel to fix the fuel lines, then return to the captain and he will start his attack on the barricade.

Once the barricade has been destroyed, jump back into your air boat and sail through the passage to the military base. Quickly blast the Harvester that has just landed and then leap into the gun tower to explode the other alien attackers. Once the invaders have been killed, search the buildings to find extra Health and Ammunition.

Use the floatplane to fly to the north and locate the Water Temple situated in the middle of the lake. Land your vehicle in the water just offshore of the temple, then wander inside to grab some Health and speak to the man. Light the candle

to your right and extinguish the flame on the left, then walk along the secret passage to collect the Kris Knife Handle from the statue at the end.

Take the floatplane back to the base, and exchange it for the gyrocopter. Take off and fly back to the gate where you entered this stage, then fly through the hole and use the map to locate the Elemental Temple of Fire. Land your plane in front of the temple (be careful!) then wander inside and light the third torch on the table to open a secret door. Climb the stairs to enter the next room, then approach the statue and grab the Kris Knife Hilt.

Now that you have all three parts of the Kris Knife, use the map to find the Great Elemental Temple (back in the previous stage, on the eastern shore of the large lake) and then make your way there in the gyrocopter or floatplane.

Once inside the great temple, speak to the native inside and he will tell you to place the three parts of the Kris Knife into the stone of light. Wander down the passage to the right and place the Kris Knife into the round stone at the end. Now leave the temple and the horrid weather will disperse, leaving clear skies all around. Proceed back through the holes to the military base, and then head south to find the Alien Processor. You have a choice of planes – it's worth taking something tough, as the route south is long and heavily defended. If you're a real masochist, you

could try to drive along the long and winding road!

Land your plane near the processor, and blast the massive aliens protecting the shores around it. Once the area is clear, fire a couple of rounds at the processor with your Rocket Launcher to destroy it, then wait for Daisy to send you a status beacon. Save the game and then head through the gate to face the Alien Shield Generator.



1 Blast the alien who is holding on to the generator, and you can then pass without being struck with high voltage charges.

2 On the boat, open the Fuel lines by twisting this wheel, then the captain will charge the barricade.



TOP TIP: Rescue as many humans as possible to avoid the arrival of Alien Mutants.

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INFO

Check the map:
to find out your
mission

JAVA - STAGE 5

DEFEAT THE BOSS

Jump into the jeep parked on the hill, then drive up the slope to the top. Head to the right and follow the path along the side of the mountains until you reach the gate to the next stage. Through the gate, head to the left and you'll find a few different vehicles ranging from gyrocopters to tanks. Choose a new vehicle from this area, then return across the bridge and turn left again to meet a few alien predators. Once the beasts are dead head forwards into the battle ground to confront the Alien Shield Generator.

As with the generator on the previous level, you must shoot the four grey pillars around the Shield Generator then blast the red turret in the

centre. Once this turret has been destroyed, Alpha Command will come to join with you. Once in the Alpha Tank you must face another enemy boss.

This monster is a giant Scorpion with several high powered weapons. Start by blasting the small electricity firing point at the bottom of the beast, then attack the two claws on either side at the front. Retreat to a reasonable distance and wait for two flying aliens that will join the attack, then kill them off and continue to pummel the boss. The monster will now use a potent laser weapon which you must try to avoid, so reverse away from the beast and continue to fire.

Once the laser-firing head has been blown away, the beast will start to use its tail attack. The boss is unable to move as quickly now, so just get stuck in and blast the monster's body until it curls up and dies.



Right: Start by blasting the eye in the centre that is producing large amounts of electric current, retreat and keep firing at the beast.



1 Blast the four grey pillars around the Shield Generator, then blast the turret in the centre to destroy it.

2 Over the bridge to the left you will find a wide range of vehicles, take your pick and move on to face the Alien Shield Generator.

3 Once the boss slows down move in closer and keep blasting until it explodes and dies. You can now warp to the next level.

NINTENDO 64

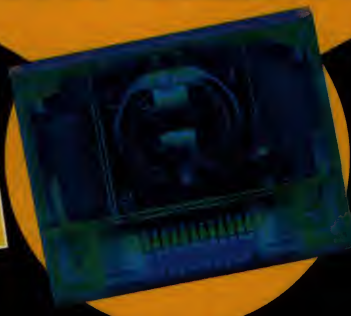
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HELP!

STUCK ON

opponent's mask off then
and fill their spirit meter to
the maximum level.

Following a good response from our many readers **Stuck On 64** returns to try to help as many of you as possible. So if you're looking for a cheat, or have got a gaming problem write to us and we'll try and get you out of your fix.

RIPPED OFF!

I have just got WCW Vs NWO World Tour, but I have not been able to get all the finishing moves. Also I have heard that there is an unmasking cheat for the game. Please help me out.

Neil Rogers, Belfast.

A Neil, to perform the special moves on WCW Vs NWO you must wait until your spirit meter flashes and then hold the A button and move the Analogue Stick. A few of the characters in the game are able to perform a Mask Rip move. Select a character that can perform an Eye Rake head submission hold, then perform this move five times on a grounded opponent. The fifth time you pull off this move you will tear your

WWF TROUBLE

Thanks for the superb WWF Warzone book that was free with Volume 7. however, there are still a few things that I am having problems with, What are the finishing moves of the created characters Twist and Colossus, and do they have any hidden moves? Also is there any way on one-player mode to select your opponent rather than the usual random auto selection? Thanks for your help and a great magazine.

Ian Smith, Hereford

A Ian, unfortunately there is no way to choose your opponent when playing in one-player mode, you'll have to beat whoever is chosen for you. The two created characters Colossus and Twist do not have any hidden moves, but their finishing moves are:

Colossus

Choke Slam:
D-U-D-Punch + Tie Up Twist
Torture Rack:
R-L-U-Punch + Block

CAUGHT IN THE PARK!

I was wondering if you could help me with the great game, Goldeneye. I'm stuck on the Statue Park Level, I've

ZELDA SQUARES

I have been playing The Legend Of Zelda: Ocarina Of Time and keep noticing small patches of light coloured earth in various places across the worlds. Please can you tell me what they are, and what you do with them as I haven't got a clue?

Nintendo Lover, Bracknell

A Well Nintendo Lover, there are two things that these small patches of earth hide. Firstly if you place a bottle bug on top of these patches of earth a Gold Skulltula will rise from below, which you must kill and collect the tokens. Also you can plant magic beans into these patches whilst young Link, and when you return once you have aged a magic plant will carry you to some hard to reach places, normally with a piece of heart as a reward.



managed to complete objectives A, B, C and E, but on objective D my problem is that I am having trouble rescuing Natala. When I get to the park gates if shoot one of the soldiers the other shoots Natala. Is there a way that I can fire two guns, or is there another way past them?

Tim Humphrey, Kent

A Tim, once you have accomplished all the other objectives on this level simply walk through the gates to complete the mission. Although Natayla and yourself are captured, the mission will be classed as a success. If you try to shoot the guards around the gate you'll fail the mission.

STARS IN YOUR EYES

I am stuck on Super Mario 64, and I need your help to find Stars 5 and 6 on Big Boo's Haunt; Star 6 on Jolly Roger Bay; Stars 3, 4, 5, 6 on Tiny Huge Island; Stars 1 and 6 on Rainbow Ride; and Stars 5 and 6 on Cool Cool Mountain.

I would really appreciate any help you can give me.

Craig, Doncaster



Craig, sometimes these stars can be easy to miss. Hopefully, with our help their locations should no longer be a mystery.

Big Boo's Haunt

Star 5: Defeat Big Boo on his Balcony Lair

Star 6: Collect Vanish Cap and enter secret Attic Room

Jolly Roger Bay

Star 6: Use Metal Cap to collect the star in bubbling jetstream

Tiny Huge Island

Star 3: Race Koopa the Quick with Tiny Mario

Star 4: Find Five Secret Spots with Large Mario

Star 5: Find and collect 8 Red Coins

Star 6: Defeat Wiggler to earn a star

Rainbow Ride

Star 1: Collect the star from the floating ship

Star 6: Use floating ship's cannon to reach a secret island

Cool Cool Mountain

Star 5: Guide snowman's body to snowman's head

Star 6: Fire Mario with cannon onto isolated ledge near the base of the mountain



DATTEL CODES

I am writing to ask if you had any Dattel (Action Replay) codes for the Nintendo 64, for Mission: Impossible and Top Gear Rally. Thank you very much.

Gareth Wright, West Sussex



Gareth, We normally wouldn't print these codes but seeing as you asked so kindly here are some great codes for Mission: Impossible, and Top Gear Rally. If you are looking for the newest codes for the Action Replay, check out 64 Magazine - our sister publication - that has a section dedicated to these codes.

Mission: Impossible

Infinite Health	810864C2 FFFF
Infinite Ammo	800A90A7 00FF
Turbo Mode	80089BD8 0001
Debug Mode	80089B00 0001
Start With UZI and Full Ammo	800A90C5 0002
Big Head	800894B1 0001
Massive Head	800894B1 0002
Big Hands	800894B1 0003
Big Feet	800894B1 0004
Big Hands/Head	800894B1 0005
Tiny Mode	800894B1 0006
Dwarf Mode	800894B1 0007

Top Gear Rally

Extra Cars	8032690D 00FF
Extra Funny Cars	8032690C 00FF
Extra Tracks	8032690F 00FF
Level 1 Points	8032685F 0064
Level 2 Points	80326861 0064
Level 3 Points	80326863 0064
Level 4 Points	80326865 0064
Level 5 Points	80326867 0064
Level 6 Points	80326869 0064



GIZMOS & GADGETS

If your looking for new add-ons and peripherals for your N64, here we test the latest products on the market to see if they match up to your gaming needs.

MIRAGE PAD

Supplied by: Wild Things

Price: £19.99

The Mirage Pad is the latest controller to be launched into the shops made by Wild Things. This pad has all the buttons you'll need for N64 gaming, and comes in four different colours: blue, black, clear and gold.

Unlike some other controllers on the market the buttons aren't too spongy making that gaming experience all the better. The pad's main downfall though, is the fact that it is larger than normal and relatively chunky, which will undoubtedly create a few problems for younger and female gamers whose hands will not be big enough to reach all the buttons. If you consider yourself to be a bit of a monster then this is definitely the control pad for you.



RATING



VIBRA PAK 1 MEG

Supplied by: Wild Things

Price: £19.99

The Vibra Pak 1 Meg is a memory and rumble pak combined into one handy add-on. The pak has a switch to change between the memory and rumble functions, and are available in this translucent blue colour. This add-on requires no additional batteries and works extremely effectively when performing both functions, and in our opinion it's great and no 64 owner should be without one.



RATING



64 CHALLENGE

SOLUTIONS

For the challenge this issue it's battle time with Fighters Destiny

Fighters Destiny

The Deal: Get over 100 wins on survival mode and activate the hardest secret character.

Team Tip: Use your favourite character and stay as far away from your opponent as possible. Our record is 229 wins without defeat.



N64 gaming problems then don't forget to write to us!

TOP TIP: If you require assistance with any

PAGE No.

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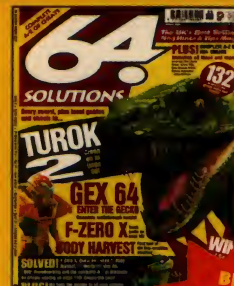
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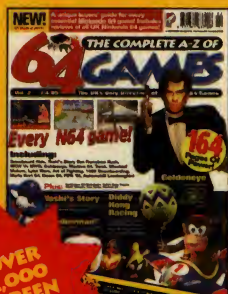
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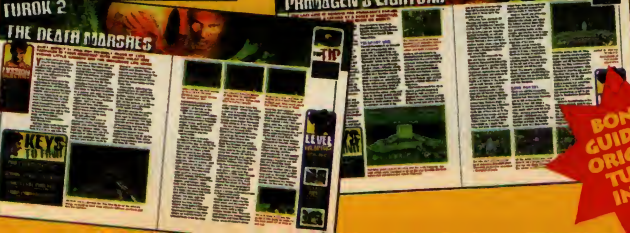
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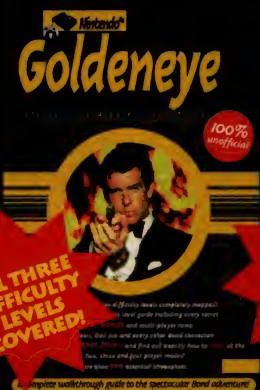
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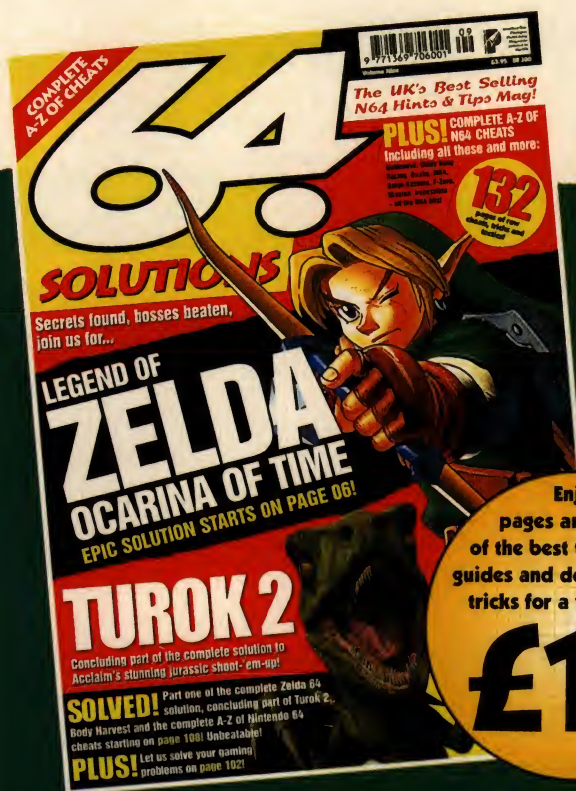
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THE COMPLETE

A-Z OF CHEATS

The part of the magazine where we give you every cheat for every N64 game. We will award a Nintendo 64 Gold book and Memory Card for every new cheat sent to us! Do it now!

AERO GAUGE

Turbo Start

Hold A and B while you're waiting at the start, then release B after the announcer says "Ready!" to get a much-needed turbo start.

Turbo

Ah, the world's least intuitive and player-friendly turbo function! If you need extra speed in the race, hold down A to accelerate, then make a hard turn in either direction while holding Z, then release both buttons. If by some miracle you've got your timing right and haven't sent your car into a wall, you'll get a burst of extra speed.

You can keep using the turbo until the temperature gauge rises too high.



Secret Cars And Tracks

To be honest we couldn't get this one to work, but maybe you'll have better luck. When the start screen appears, on controller 2 push and hold Up on the d-pad, then press R, L, Z and C Down simultaneously. You should now supposedly be able to play with extra vehicles on a new track.

AUTOMOBILI LAMBORGHINI Mirror Tracks

To access the reversed tracks, finish the championship mode on both Novice and Expert difficulty.

Hidden Cars

Bugatti EB110

Finish championship mode on Novice.

Ferrari F50

Finish championship mode on Expert.

Ferrari Testarosa

Finish the Basic arcade mode on Novice.

Porsche 959

Finish the Basic arcade mode on Expert.

Vector

Finish the Pro arcade mode on Novice.

Dodge Viper

Finish the Pro arcade mode on Expert.

PAD AT A GLANCE



AEROFIGHTER ASSAULT Secret Plane and Pilot

On the opening title screen enter the following code: C-Left, C-Down, C-Right, C-Up, C-Left, C-Right, C-Down. You will now be able to fly a new F-15 plane with a new pilot.

Secret Level

Complete every level in the game, including the bonus ones. Beat the Ice Cave level to access a brand new one - The Moon.

Access all levels

Start a game then press Up, C Down, Left, C Right, Down, C Up, Right, C Left, Z, R, L.

AIR BOARDER 64

Bonus Characters

Do the following to unlock each of the bonus characters: Finish every level and track in 'Time Attack' mode within the set time.

Achieve an 'A' ranking on every level and track in 'Street Work' mode.

Achieve an 'S' ranking on every level and track in 'Street Work' mode.

Achieve a 'Perfect' ranking on every level and track in 'Coin' mode.



Bonus Boards

Unlock all four bonus characters then at the board selection screen press Up, Up, Down, Down, Left, Right, Left, Right, B, A to get the following bonus boards:

Ika-Chu	Gives double jumps
Father	Gives longer air time
J-B	Press A + B for turbo jump
J-Arm	Gives extra turbos



BOMBERMAN HERO

Slider Race

Achieve a five rating on every stage, up to and including Garaden Star, to access the Slider Race from the options screen. In this, you race against a snowman on your Bomberman Slider like in the intro sequence.

Gossick World

Achieve a five rating on every stage, up to and including Garaden Star, and collect all 24 of the Other-Dimension Bombs to access the hidden Gossick World.

Golden Bomber

Achieve a five rating on every stage, up to and including Garaden Star, and finish the hidden Gossick World to get another play mode on the options screen. In this, a gold card will turn Bomberman into Gold Bomberman.

Princess Millian's Treasure Hunt:

Achieve a five rating on every stage, up to and including the hidden Gossick World, to get a third play mode on the options screen. In this, you must find 24 treasures which have been lost by a spaceship from Garaden Star.

BUCK BUMBLE



All Weapons

On the title screen, press Left, Right, Up, Down, then hold Z and press Right, Right, Left Left. You'll now be able to access all the weapons.

Access All Missions

On the title screen, hold Z and press Right, Down, Down, Right. Then release Z and press Right, Up, Down, Left, Left, Up, Right, Right to open up all the missions.



Get Busy with these cheats and you can enter any of the game's 20 fantastic levels.

BODY HARVEST

Weapons power-up:

Enter ICHEAT as your name. Then, press A, Right, C-Down, C-Right, C-Up, A, Left during game play.

Serious Firepower

Enter ICHEAT as your name. Then, press C-Down, C-Up, Up, Z, Z, Left, C-Right during game play.

Surreal graphics:

Enter ICHEAT as your name. Then, press C-Down, Up, Right, Right, C-Right, A, Left during game play.

Smart Bomb

Enter ICHEAT as your name. Then, press A, C-Up, C-Up, Up, Left during game play.

Refill Health/Fuel

Enter ICHEAT as your name. Then, press Down, Up, Right, A, B, Left, C-Right during game play.

Kill Adam

Enter ICHEAT as your name. Then, press B, Left, C-Right, C-Right, Down during game play.

Create Mutant

Enter ICHEAT as your name. Then, press C-Down, Up, Z, Z, C-Right, Right during game play.

Black Adam

Enter ICHEAT as your name. Then, press C-Left, C-Right, A, C-Down, C-Right, Left during game play.

All Artefacts

Enter ICHEAT as your name. Then, press Up, C-Down, C-Right, Z, Up, Left during game play.

Tall Adam

Enter ICHEAT as your name. Then, press B, A, C-Up, A, C-Up, A during game play.

Short Adam

Enter ICHEAT as your name. Then, press Down, C-Left, A, Right, Z during game play.

Fat Aliens

Enter ICHEAT as your name. Then, press Left, A, Right, Down during game play.

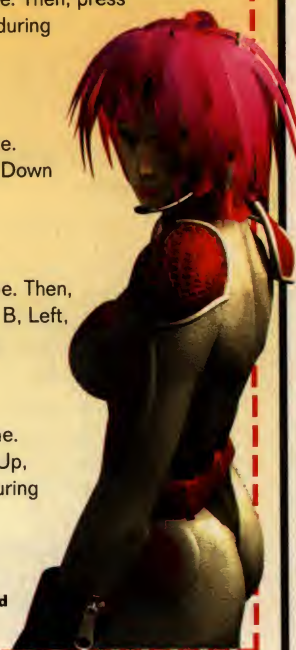
Weak Boss

Enter ICHEAT as your name. Then, press Z, C-Right, C-Right, B, Left, C-Right, during game play.

Dancer

Enter ICHEAT as your name. Then, press Down, Up, C-Up, Down, C-Right, C-Right during game play.

These amazing cheats will help you to kick alien behind with relative ease!



BUST-A-MOVE 2

Extra Levels

On the title screen tap L, Up, R, Down. If you've entered the code correctly a Bubble Bobble baddie will appear on the bottom right of the screen. To access the new levels select Puzzle mode, which will have the words 'Another World' underneath.

Bonus Characters

(Vs mode) First enable the 'Another World' code on the title screen (press L, Up, R, Down). Then choose Player vs Player mode on the game select screen and you'll be asked to pick your character. The farther you've gone in

Player vs Computer mode, the more characters you'll be able to access.

Hidden Characters

(Puzzle mode) On the Puzzle mode screen before you select your first destination press Left, Left, Up, Down, L, R, L, R, L + R. This accesses a character selection screen allowing you to switch from Bub to Bob or one of the bosses.

BIO FREAKS

One Hit Fatalities

Minatek

Move in close and press: Towards, Away, C Left+C Down.

Zipperhead

Press: Towards, Away, Away+C Right. The first time you'll take one arm off. The second time the other arm. Finally move in close to take off the head.

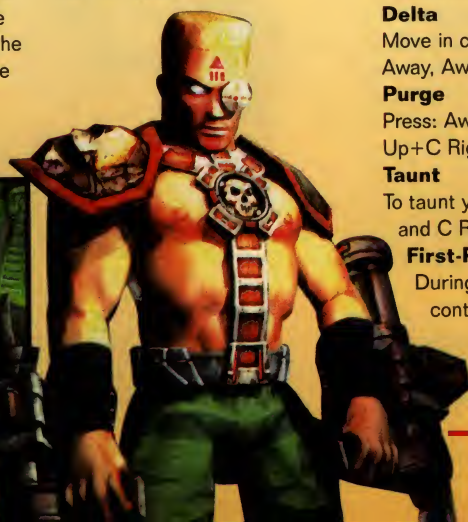
Ssapo

Move in close and press:

Towards, Away, Away+C, Up+C Right.

PsyClown

Move in close and press: Towards, Away, Away+C Left+C Down.



Sabotage

Press: Towards, Away, Away+C Up. The first time you'll take one arm off. The second time the other arm. Finally move to about three steps away and take off the head.

BullzEye

Move in close and press: Towards, Away, Away+C Up.

Delta

Move in close and press: Towards, Away, Away+C Down

Purge

Press: Away, Towards, Towards+C Up+C Right.

Taunt

To taunt your opponent hold C Left and C Right.

First-Person Perspective

During a fight hold Away on the control pad and press Start. To switch back hold Down on the control pad and press Start.

BANJO-KAZOOIE

Big Head Banjo

Enter Banjo's house and walk up to the picture of Bottles above the fireplace. Press C-Up to look at the picture and then press R and Bottles will begin to speak with you. Complete Bottles' little jigsaw puzzle and when the puzzle is complete Bottles will give you a code to enter on the floor in the Sandcastle in Treasure Trove Cove. Stomp on the letters spelling **'BOTTLESBONUSONE'** and Banjo will get a big head.

To reverse this spell simply return to the Sandcastle and spell **NOBONUS** and Banjo will return back to normal.

Alternate Selection Screens

Watch the fish swimming around in the bowl on the selection screen and you'll see that every so often it crashes into the side of the bowl. Press A the third time the fish crashes and the Banjo in the first save slot will be thrown out of the window while the walls spin and eject Kazooie from the second save slot. In the third save slot position, listen for the third 'boing' sound from the Game Boy and press A immediately after it to fire Banjo out of the house on a spring.

100 Red Feathers

Get Mumbo Jumbo to turn you into a pumpkin in Mad Monster Mansion then leave his skull and go up the winding path to where Brentilda is waiting. Go into the small hole and follow the path to find the first spell book of the game. Now go to Treasure Trove Cove, pump eggs into Rusty Bucket to lower the water level and enter the sandcastle. Kill the crab then enter the code **'REDFEATHERS'** by doing the beak buster move on the letters set into the floor of the castle. Your maximum red feather limit will increase to 100.

200 Blue Eggs

Go to the Bubbleloop Swamps and get changed into the crocodile then leave the level and turn to Banjo's right and go through the pipe at the back which takes you to the snow world puzzle map. From here go through the pipe at the top of the hill to find the second spell book. You will get the code **'BLUEEGGS'** which you need to enter using the sandcastle in Treasure Trove Cove as you did with the red feathers code.

20 Gold Feathers

Speak to the third spell book by activating the 321 switch above the pool leading to Click Clock Wood and then swimming to the stairs near Rusty Bucket Bay. You'll need to be quick as this is timed. When you've spoken to the book go to back to the sandcastle in Treasure Trove Cove and enter **'GOLDFEATHERS'** on the sandcastle floor in the same way as you did the previous two codes.

Morphing Codes

The following seven codes are all accessed by playing the Bottles puzzle game. To get each

code, you must first have obtained the previous one, ie: you can't get code four until you've got code three.

To get the codes, go back to Banjo's house and once inside move so you're standing in front of the picture of Bottles that's hanging above the fireplace. Press C Up to go into look mode and move up to look at the picture then press R to speak to Bottles. Complete the jigsaw puzzle within the time limit to get the first code. To get the other six codes, simply enter look mode and look up at the picture. When Bottles tells you that he has given you the last code, ignore him and look up again, as he was telling porkies, the crafty little fellow!

BOTTLESBONUSONE	Big Head Banjo
BOTTLESBONUSTWO	Big Hands & Feet Banjo
BOTTLESBONUSTHREE	Big Kazooie
BOTTLESBONUSFOUR	Tall, Skinny Banjo
BOTTLESBONUSFIVE	Tall, Skinny Banjo With Big Hands & Feet
BIGBOTTLESBONUS	Giant Banjo-Kazooie
WISHYWASHYBANJO	Washing-Machine Banjo-Kazooie

When you've got all the codes (or as many as you feel you can handle) go to Treasure Trove Cove, find Rusty Bucket to lower the water level and enter the sandcastle. Enter the codes in the same way you entered the egg and feather ones.

Reverse Spells

To reverse any spell simply return to the Sandcastle and spell **'NOBONUS'** and Banjo will return to normal.

Infinite Air

Enter Treasure Trove Cove and on the sandcastle floor enter: **'CHEAT'** followed by: **'GIVETHEBEARLOTSOFAIR'**. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. Banjo will now have infinite air when swimming.



Play the levels with Banjo with an extra inflated head. It won't make you play better, but it will look funny.

Infinite Gold Feathers

Enter Treasure Trove Cove and on the sandcastle floor enter: **'CHEAT'** followed by: **'AGOLDENGLOWTOPROTECTBANJO'**. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. You will now have an endless supply of gold feathers.

Maximum Energy

Enter Treasure Trove Cove and on the sandcastle floor enter: **'CHEAT'** followed by: **'ANENERGYBARTOGETYOUFAR'**. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. This will give you eight honeycombs on your life bar. Note: If you already have red honeycombs then this cheat will make you lose them.

Infinite Lives

Enter Treasure Trove Cove and on the sandcastle floor enter: **'CHEAT'** followed by: **'LOTSOFGOESWITHMANYBANJOS'**. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. You will now have infinite lives.

Infinite Blue Eggs

Enter Treasure Trove Cove and on the sandcastle floor enter: **'CHEAT'** followed by: **'BANJOBEGSFORPLENTYOFEGGS'**. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. Your eggs total will not change, but you will now have an endless supply.

99 Mumbo Tokens

Enter Treasure Trove Cove and on the sandcastle floor enter: **'CHEAT'** followed by: **'DONTBEADUMBGOSEEMUMBO'**. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. Your Mumbo Tokens total will increase to 99.

Infinite Red Feathers

Enter Treasure Trove Cove and on the sandcastle floor enter: **'CHEAT'** followed by: **'NOWYOUCANFLYHIGHINTHESKY'**.

A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. Your red feathers total will not change, but you will now have an endless supply.



CRUIS'N USA

Hidden Cars

Change the cars into three news ones with the following. On the car select screen, press and hold: C Up, C Left, C Down. You can now select the three news vehicles - police car, jeep and school bus.

Speed-Up

During a race (and after you've already done the severed head trick), press brake, brake, accelerate, brake and accelerate. This gives you a speed boost.

Access all levels

On the course select screen, hold down the following button combos:

Golden Gate Park

C Left, C Down and L.

Indiana

Yellow top, C Right and L.

San Francisco

C Right, C Down and L.

Flashing Lights

To turn on the sirens and lights on the police car and school bus, perform the head trick above and then during the race, press the brake and accelerate repeatedly.

Decapitated Head

Get a good time and after inputting your initials, move the list to the bottom and wait for over 30 seconds. After this, a severed head will appear on the conveyor belt. This means more cheats are now available.



CRUIS'N WORLD

Speed Boost

While racing press A twice quickly and you'll perform a wheelie and speed up.

Turbo Start

As the race starts hold down your

accelerator when the starter says 'set' and you'll get a turbo start.

Secret Cars

Select practice championship mode and beat the following track times to access the secret cars.

Track	Time	Car	Track	Time	Car
Australia	1:49	Surgeon	Hawaii	3:47	Monster
China	1:14	Enforcer	Japan	2:48	Rocket
Egypt	1:07	School Bus	Kenya	2:06	Conductor
England	1:46	Bulldog	Mexico	1:46	Howler
France	2:15	Tommy	New York	2:11	Grass Hopper
Germany	2:27	New York Taxi	Russia	1:58	Rocket

CLAYFIGHTER 63 1/3

Cheat Mode

On the character selection screen, hold L and press Up, Right, Left, Down, B, A. The options screen should now display a cheat selection option.

Play As Boogerman

On the character selection screen hold L and press C- Up, C- Right, C- Left, C- Down, B, A.

Random Character

On the character selection screen hold L and R together.

Play As Sumo Santa

Hold L on the character selection and press: A, Down, Right, Up, Left, B.

Play As Dr Kiln

Hold L on the character selection and press: B, Left, Up, Right, Down, A.

CHOPPER ATTACK

Level Select

Press C Up seven times when the 'Press Start' message appears on the opening screen.

Shoot Down The President

Press Z & C Up & C Down during the game then fire a homing cluster at an enemy aircraft.

Debug Mode

Hold Z and press Right, Left, Up, Down, A, B, Start when the 'Press Start' appears on the opening screen.

DEADLY ARTS (IMPORT)

Play as Reiji

On the title screen press A, B, Right, Left, Right, Left, Down, Down, Up, Up to play as the final boss Reiji.

the characters outfit. Keep holding L when you select your character for the cheat to work.

Play as Gourki

On the title screen press Up, Up, Down, Down, Left, Right, Left, Right, B, A, to play as the sub-boss Gourki.

Different Outfits

On the select character screen, hold the L button and press left or right on the digital pad to change

DARK RIFT (IMPORT)

Play as Demitron

On the title screen press A, B, R, L, C-Down, C-Up. to play as Demitron.

C-Up, C-Down, C-Left, C-Right. to play as Sonork.

View Endings

Enter these codes on the title screen to see the characters ending sequences.

Play as Sonork

At the title screen press L, R,

Character Ending

Aaron	Up, C-Left, R, Right, Down, R, R, C-Left
Demonica	Up, C-Left, R, Right, Down, R, R, C-Up
Demitron	Up, C-Left, R, Right, Down, L, L, C-Down
Eve	Up, C-Left, R, Right, Down, R, R, C-Right
Gore	Up, C-Left, R, Right, Down, R, R, C-Down
Morphix	Up, C-Left, R, Right, Down, R, R, B
Niiki	Up, C-Left, R, Right, Down, R, R, A
Scarlet	Up, C-Left, R, Right, Down, L, L, C-Left
Sonork	Up, C-Left, R, Right, Down, L, L, C-Up
Zenmuron	Up, C-Left, R, Right, Down, L, L, C-Right

CHAMELEON TWIST

Fight Level Bosses

Pick up 20 crowns on each level and a box marked with a question mark will pop up on the level selection screen. This option will let you take on any of the level bosses without needing to play through the level each time. The markings on the door let you know which boss you are about to fight.

Infinite Health

If you're running low on health then follow these simple steps to gain infinite health!

1. Save the game to one of the data slots.
2. Exit the game.
3. Load the game and once again you'll have full energy.

DUKE NUKEM

Enable PAL Cheat Menu

On the main menu press Left, Down, L, L, Up, Right, Left, Up. The cheat menu will now be accessible.

All Items

First enable the cheat menu, then on the main menu press R, C Right, Down, L, C Up, Left, C Right, Left. You'll hear a gunshot if you entered the code correctly and the cheat can then be turned on or off from the cheat menu.

Invincibility

First enable the cheat menu, then on the main menu press R, C Right, R, L, R, R, R, Left. You'll hear an explosion if you entered the code correctly and the invincibility can then be turned on or off from the cheat menu

No Monsters

First enable the cheat menu, then on the main menu press L, C Up, Left, L, C Down, Right, Left, Right. You'll hear a monster roaring if you entered the code correctly, and you can then turn the monsters on or off on the cheat menu screen.

Level Select

First enable the Cheat menu, then on the main menu press R, L, R, C Down, Right, Up, Left, C Up. You'll hear a monster howl if you entered the code correctly, and it will then be possible to select any level you want from the cheat menu during play.

THE COMPLETE A-Z OF CHEATS

DIDDY KONG RACING

Magic Codes

Enter the codes below on the Magic Codes screen for various helpful (and not so helpful) effects. Once the codes have been entered, they can be turned on or off by accessing the 'code list' screen. Some of them will work in adventure mode, others will only have an effect in tracks mode.

JOINTVENTURE – Co-operative two-player Adventure mode

DOUBLEVISION – Everyone can select the same player

FREEFORALL – Maximum power-up on pickups

FREEFRUIT – Start race with ten bananas

VITAMINB – No limit to number of banana power-ups



Diddy Kong has loads of cheats included in the game – hooray for Rare!



ZAPTHEZIPPERS – Remove zippers from the track

NOYELLOWSTUFF – No bananas on track

BYEBYEBALLOONS – No balloons (ie weapons) on track

TIMETOLOSE – Ultimate AI characters

BOGUSBANANAS – Bananas reduce speed instead of boosting it

BODYARMOR – All balloons are yellow shield balloons

ROCKETFUEL – All balloons are blue boost balloons

BOMBSAWAY – All balloons are red rocket balloons

OPPOSITESATTRACT – All balloons are magnetic rainbow balloons

TOXICOFFENDER – All balloons are green drop-behind balloons

ARNOLD – Larger characters

TEENYWEENIES – Smaller characters

OFFROAD – Four-wheel drive for more speed on rough terrain

BLABBERMOUTH – Instead of horn, the characters will burble incoherently

JUKEBOX – Music menu

WHODIDTHIS – View the credits without actually completing the game

Play As Drumstick

To access the cartoon characters' fastest racer, you'll first need to get all the amulet pieces from both amulets and the four gold trophies. Then return to the central area where all the frogs are and look for the little green fellow sporting some red feathers. Run him over to enable Drumstick.

Play As TT

You'll need to beat the small clock-like fellow in every race on Time-Trial mode. You'll know whether you've done it because you'll see his ghost as you race, and if you do it he'll tell you to 'try the next race'. Beat all TT's times, and you'll be able to play as him! Oh, and it's not at all easy...

DOOM 64

Level Codes

Level 02: cdp8 9bj2 68zt svk?
Level 03: cxm8 9bjy 681t jvk?
Level 04: ddk8 9bjt 683s 9vk?
Level 05: dxh8 9bjp 685s 1vk?
Level 06: fdf8 9bjk 687s svk?
Level 07: fxc8 9bjf 689s jvk?
Level 08: gd?8 9bc? 69br ?bk?
Level 09: gx88 9bc6 69dr 2bk?
Level 10: hd68 9bc2 69gr tbk?
Level 11: hx48 9bcy 69jr kbk?
Level 12: jd28 9bct 69lq ?bk?
Level 13: jx08 9bcp 69nq 2bk?
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Level 21: nyh8 9bbp 695n 2vk?
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Level 26: rf68 9bf2 6?gm tbk?
Level 27: sy48 9bfy 6?jm kbk?
Level 28: sf28 9bft 6?il ?bk?
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Level 31: tyw8 9bff 6?sl kbk?
Level 32: vbt8 9bd? 6?vk 9vk?

Level 07: f1cr 9bjd 6899 gvk?
Level 08: gj?r 9bc9 69b8 8bk?
Level 09: g18r 9bc5 69d8 0bk?
Level 10: hj6r 9bc1 69g8 rbk?
Level 11: h14r 9bcx 69j8 hbk?
Level 12: jj2r 9bcs 69l7 8bk?
Level 13: j10r 9bcn 69n7 0bk?
Level 14: kjyr 9bcj 69q7 rbk?
Level 15: k1wr 9bcd 69s7 hbk?
Level 16: lktr 9bb9 69v6 8vk?
Level 17: l2rr 9bb5 69x6 0vk?
Level 18: mkpr 9bb1 69z6 rvk?
Level 19: m2mr 9bbx 6916 hvk?
Level 20: nkkr 9bbs 6935 8vk?
Level 21: n2hr 9bbn 6955 0vk?
Level 22: pkfr 9bbj 6975 rvk?
Level 23: p2cr 9bbd 6995 hvk?
Level 24: qk?r 9bf9 6?b4 8bk?
Level 25: q28r 9bf5 6?d4 0bk?
Level 26: rk6r 9bf1 6?g4 rbk?
Level 27: r24r 9bfx 6?j4 hbk?
Level 28: sk2r 9bfs 6?l3 8bk?
Level 29: s20r 9bfm 6?n3 0bk?
Level 30: tkyr 9bfj 6?q3 rbk?
Level 31: t2wr 9bfd 6?s3 hbk?
Level 32: vgtr 9bd9 6?v2 7vk?

I Own Doom!

Level 02: cnn8 9bj0 680t nvk?
Level 03: c5l8 9bjw 682t dvk?
Level 04: dnh8 9bjr 684s 5vk?
Level 05: d5g8 9bjm 686s xvk?
Level 06: fnd8 9bjh 688s nvk?
Level 07: f5b8 9bjc 68?s dvk?
Level 08: gn98 9bc8 69cr 6bk?
Level 09: g578 9bc4 69fr ybk?
Level 10: hn58 9bc0 69hr pbk?
Level 11: h538 9bcw 69kr fbk?
Level 12: jn18 9bcr 69mq 6bk?

Bring It On!

Level 02: cjpr 9bj1 68z? qvk?
Level 03: c1mr 9bjx 681? gvk?
Level 04: djkr 9bjs 6839 7vk?
Level 05: d1hr 9bjn 6859 zvk?
Level 06: fjfr 9bjj 6879 qvk?



EXTREME G Ultimate Password

On the password screen enter 81GGD5. This code will unlock all the regular tracks, both hidden bikes and the special hidden track.

Weapons

On the name selection screen (contest mode) Enter your name as 'arsenal'.

Slippery Road

On the name selection screen (contest mode) Enter your name as 'banana'.

Unlimited Turbo

On the name selection screen (contest mode) Enter your name as 'nitroid'.

Rock Race Mode

On the name selection screen, Enter your name as 'roller'. You will hear a confirmation sound to tell you that the trick worked.

Extreme Speed

On the name selection screen (contest mode) Enter your name as 'xtreme'.

Fisheye Lens

On the name selection screen (contest mode) Enter your name as 'fisheye'. You will hear a confirmation sound to tell you that the trick worked.

Transparent Mode

On the name selection screen (contest mode) Enter your name as 'ghostly'.

Upside Down Mode

On the name selection screen (Contest mode) Enter your name as 'antigrav'.

Wireframe Mode

On the name selection screen (contest mode) Enter your name as 'wired'.

Fisheye mode makes this game even more difficult to play.



Level 13: j5z8 9bcm 69pq ybk?
Level 14: knx8 9bch 69rq pbk?
Level 15: k5v8 9bcc 69tq fbk?
Level 16: lps8 9bb8 69wp 6vk?
Level 17: l6q8 9bb4 69yp yvk?
Level 18: mpn8 9bb0 690p pvk?
Level 19: m6l8 9bbw 692p fvk?
Level 20: npj8 9bbr 694n 6vk?
Level 21: n6g8 9bbm 696n yvk?
Level 22: ppd8 9bbh 698n pvk?
Level 23: p6b8 9bbc 697n fvk?
Level 24: qp98 9bf8 67cm 6bk?
Level 25: q678 9bf4 67fm ybk?
Level 26: rp58 9bf0 67hm pbk?
Level 27: r638 9bfw 67km fbk?
Level 28: sp18 9bfr 67ml 6bk?
Level 29: s6z8 9bfm 67pl ybk?
Level 30: tpx8 9bfh 67rl pbk?
Level 31: t6v8 9bfc 67tl fbk?
Level 32: vls8 9bd8 67wk 5vk?

Watch Me Die!

Level 02: csnr 9bjz 680? lvk?
Level 03: c9lr 9bjv 682? bvk?
Level 04: dsjr 9bjq 6849 3vk?
Level 05: d9gr 9bjl 6869 vvk?
Level 06: fsdr 9bjg 6889 lvk?



Why pounce about with the pistol trying to find some health, when you can enter this ultimate code and have it all?

Ultimate Code ?TJL BDFW BFGV JVVB

Enter this code and start the game, then pause to see a 'Features' option. From here you can access all levels, view all maps, obtain all weapons and ammo, give yourself maximum health and even make yourself invincible!

EXTREME G 2

Twisting Visuals

Enter your name as SPIRAL on the bike options screen and the graphics will send you into a spin.

Venom Bike

Win the Atomic Contest, to race

as Hotra Toxic and her Venom Bike.

Wasp Superbike

Finish the Contest Mode on Critical Mass difficulty, and you'll be able to drive the Wasp.

FIFA: ROAD TO WORLD CUP '98

Different Scoring Animation

Enter C Left, C Right, C Up, or C Down directly after a goal for a variety of scoring animations.

Small Players

Choose Vancouver as your team and enter KERRY on the player edit screen.

Big Heads

Choose Vancouver as your team and enter ANATOLI on the player edit screen.

Edit Players And Colours

While on the EA Sports screen, enter A, B, A, B, B, B, A, Z.

Black & White Mode

Choose Canada as your team

and enter MARC on the player edit screen.

No Stadium

Increase the speed by choosing any team and entering CATCH22 on the player edit screen.

Invisible Players

Choose Sheffield Wednesday as your team and enter WAYNE on the player edit screen.

Noisy Crowd

During the game, push various directions on the D-pad and the crowd will then hurl abuse at the other team!

Ghost Players

Choose Slovakia as your team and enter LASKO on the player edit screen.

F-ZERO X The Ultimate Code

On the Mode Selection screen press L, Z, R, C Up, C Down, C Left, C Right, Start. If you have entered the code correctly you should hear a chime. This gives you all the cars, all the tracks and the Master difficulty level.

Super-Deformed Cars

On the car selection screen press and hold L, R, C Up, C Right, C Left, C Down and you will be able to play with smaller vehicles.

Alternate Colours

Press the R button on the customise car screen and you can select a new colour for your vehicle.

Viewing Options

Pressing the C buttons on the car selection screen will allow you to view your chosen vehicle from different camera angles.

Leader Timer

During a race press the L button to reveal the time difference between you and the race leader. The time will appear in the top right hand corner of the screen.

FIFA 64

Funky Options

After you've scored a goal and the scorer is doing a victory run, press Top C for horns, C Left for crowd noise, C Down for drums and C Right for a man who's yelling 'goal!'



F1 POLE POSITION Hidden Car

Complete and save the game as World Grand Prix Champion. Now restart the game and hold A + B when you see the wait while loading message appears.

Change Engine

Complete and save the game as World Grand Prix Champion. On the driver select screen highlight a driver and press C-Left or C-Right to change the engine.

Unlimited Fuel

For this cheat select Grand Prix mode and change the fuel setting to 10%.

FIGHTERS DESTINY

Fight As Ushi

Complete the game in Vs mode with Abdul. Select Rodeo mode. Remain undefeated for at least one minute. Ushi the cow will be available on the character selection screen in two choices of colours.

Fight As Boro

Complete the game in Vs mode on the Easy difficulty setting.

Fight As The Master

Complete the game in Vs mode with Ryuji. Select Master Challenge Mode and defeat all 12 opponents (four Jokers and eight Masters). The Master will then be available to play on the character selection screen.



Fight As Robert

Complete the game in Vs mode with Valerie. Select Fastest mode. Defeat all four opponents in a combined time of under one minute. Robert the Robot will be available on the character selection screen.

Fight As The Joker

Complete the game in Vs mode with Pierre. Select Survival mode. Defeat all 100 opponents. The Joker will be available on the character selection screen.



FORSAKEN

Level Select

On the opening screen, press A, R, Z, Up, Up, C Up, C Down, C Down. Use the D-pad to select your mission.

Unlimited Nitro

On the opening screen press B, B, R, Up, Left, Down, C Up, C Left.

Psychedelic Mode

On the opening screen press A, R, Left, Right, Down, C Up, C Left, C Down.

Wireframe Mode

On the opening screen press L, L, R, Z, Left, Right, C Up, C Right.

Gore Mode

On the opening screen press Z, Down, C Up, C Left, C Left, C Left, C Left, C Down.

Invulnerability Mode

On the opening screen press A, Z, Z, Up, Left, C Left, C-Left, C-Down

Invulnerability

On the start screen (ie: where it shows the 'press start' message) press: A, Z, Z, Up, Left, C Left, C Left, C Down and your shield worries are over!

Freeze Enemies

Pause the game then press R, Z, Right, Right, C Up, C-Left, C-Right, C-Down.

Infinite Primary Weapon

Pause the game then press A, R, Z, Right, C-Up, C-Right, C-Down, C-Down.

Infinite Secondary Weapon

Pause the game then press B, B, Z, Left, Left, C-Up, C-Left, C-Right.

Infinite Solaris

Pause the game then press B, L, L, Z, Up, Down, C-Up, C-Up.

Infinite Titans

Pause the game then press A, B, L, Up, Up, C-Up, C-Up, C-Left.

Infinite Weapon Energy

Pause the game then press L, Z, Left, Right, Down, Down, C-Down, C-Down.

Invisibility

Pause the game then press A, Z, Z, Up, Left, C-Left, C-Left, C-Down.

Kill Enemies in One Shot

Pause the game then press B, B, B, L, R, Left, Down, Down.

Stealth Mode

Pause the game then press Up, Up, Up, Up, Right, Down, C-Left, C-Left.

Skip Credits

To skip the credits, reset after the opening credits start.



F-1 WORLD GRAND PRIX

Credits and Gallery

Complete and win the championship on the rookie difficulty setting, and the gallery

and credits options will be available on the start screen.

Bonus Track

Enter Exhibition mode and select



Formula 1 World Grand Prix is by far the best racing game on the N64, use these cheats to help you go faster and look at some interesting options. Try to win the world championship and celebrate in style with a champagne shower.



driver Williams then edit his last name to read: 'Vacation'.

Now return to the start screen and enter Exhibition mode again to find a bonus 'Hawaii' track with palm trees and even a volcano!

Gold Racer

Enter Exhibition mode and select driver Williams then edit his last name to read: 'Pyrite'.

Now return to the start screen and enter Exhibition mode again. The 'Team Extreme' Gold driver will now be available to you in Time-Trial, Exhibition and Two-Player modes.

Silver Racer

Enter Exhibition mode and select driver Williams then edit his last name to read: 'Chrome'.

Now return to the start screen and enter Exhibition mode again. The 'Team Extreme' Silver driver will now be available to you in Time-Trial, Exhibition and Two-Player modes.



GLOVER

Open Portals

Pause the game and press C-Up, C-Right, C-Right, C-Down, C-Left, C-Up, C-Right, C-Down, C-Left, a confirmation message will appear to confirm the cheat has been entered correctly.

Locate Garibs

Pause the game and press C-Left, C-Up, C-Right, C-Down, C-Left, C-Up, C-Left, C-Left, a confirmation message will appear to confirm the cheat has been entered correctly.

Infinite Lives

Pause the game and press C-Up, C-Up, C-Up, C-Up, C-Right, C-Down, C-Right, a confirmation message will appear to confirm the cheat has been entered correctly.

Infinite Energy

Pause the game and press C-Right, C-Right, C-Down, C-Right, C-Right, C-Right, C-Up, C-Left, a confirmation message will appear to confirm the cheat has been entered correctly.

All Cheats Off

Pause the game and press C-Down, C-Down, C-Down, C-Down, C-Down, C-Down, C-Down, C-

Down, C-Down, a confirmation message will appear to confirm the cheat has been entered correctly.

Powerball

Pause the game and press C-Up, C-Down, C-Up, C-Down, C-Up, C-Down, C-Left, C-Up, a confirmation message will appear to confirm the cheat has been entered correctly.

Control Ball

Pause the game and press C-Left, C-Right, C-Left, C-Right, C-Up, C-Down, C-Right, C-Right, a confirmation message will appear to confirm the cheat has been entered correctly.

Enemy Ball

Pause the game and press C-Left, C-Down, C-Up, C-Right, C-Left, C-Left, C-Down, C-Down, a confirmation message will appear to confirm the cheat has been entered correctly.

Low Gravity

Pause the game and press C-Left, C-Left, C-Up, C-Left, C-Right, C-Up, C-Up, C-Up, a confirmation message will appear to confirm the cheat has been entered correctly.

Big Ball

Pause the game and press C-Down, C-Down, C-Up, C-Down,

C-Down, C-Left, C-Right, C-Down, a confirmation message will appear to confirm the cheat has been entered correctly.

Fish Eye

Pause the game and press C-Left, C-Right, C-Left, C-Right, C-Left, C-Right, C-Left, C-Right, a confirmation message will appear to confirm the cheat has been entered correctly.

Camera Rotate Right

Pause the game and press C-Left, C-Right, C-Up, C-Up, C-Down, C-Right, C-Down, C-Right, a confirmation message will appear to confirm the cheat has been entered correctly.

Camera Rotate Left

Pause the game and press C-Right, C-Down, C-Right, C-Down, C-Up, C-Up, C-Right, C-Left, a confirmation message will appear to confirm the cheat has been entered correctly.

Mad Garibs

Pause the game and press C-Down, C-Right, C-Down, C-Up, C-Left, C-Down, C-Left, C-Up, a confirmation message will appear to confirm the cheat has been entered correctly.

Frog Spell

Pause the game and press C-Down, C-Left, C-Down, C-Down, C-Left, C-Down, C-Up, C-Left, a confirmation message will appear to confirm the cheat has been entered correctly.

Hercules

Pause the game and press C-Down, C-Down, C-Down, C-Left, C-Left, C-Down, C-Right, C-Left, a confirmation message will appear to confirm the cheat has been entered correctly.

Speed Up

Pause the game and press C-Left, C-Left, C-Right, C-Up, C-Right, C-Left, C-Down, C-Down, a confirmation message will appear to confirm the cheat has been entered correctly.

Boomerang Ball

Pause the game and press C-Right, C-Up, C-Up, C-Up, C-Up, C-Left, C-Left, C-Down, a confirmation message will appear to confirm the cheat has been entered correctly.

Froggy

Pause the game and press C-Up, C-Right, C-Down, C-Right, C-Up, C-Left, C-Left, C-Up, a confirmation message will appear to confirm the cheat has been entered correctly.



GEX ENTER THE GECKO

Titanic Level

To access the titanic level, simply follow these instructions: As you enter the start of the game, venture to the front of the first gate. At the top there should

be an area that you can climb onto to reach the very top of the arch. Now jump onto the platform in front of you and you will be warped to the titanic level Geques Cousteau.

Use these directions to find a secret level, then step into Leonardo's shoes and raid the Titanic.



GOLDENEYE

Lovers of doing things the easy way are going to be disappointed – there are no push-button cheats for Goldeneye, as you have to completing certain levels within tight time limits. Also, you can only use the cheats on levels you have already completed (pick them from the 'cheat' menu). Difficulty is the setting you must be playing on: Agent (A), Secret Agent (SA) or 00 Agent (00).

Extra Weapons

Beat the final mission (including the secret levels) on each of the difficulty levels to receive a permanent new weapon.
Agent: Cougar Magnum
Secret Agent: Moonraker laser
00 Agent: Golden Gun

This is not so much a cheat but rather a little fun to keep the game on lighter note. When you play Goldeneye use the two control pad 'Domino' setting, and then at the end of each level – during the animation sequences – you will be able to shoot everybody by using the second control pad! This turns out to be particularly satisfying on the levels where you are captured at the very end, as you will be able to mow down your captors.

Extra Players In Deathmatch

Go to the character selection screen. Move your cursor along all the way right to the last character available (it'll either be Mishkin or the Moonraker Elite). Once you're there, enter the following code.
Hold L & R & C Left and release.



Hold L & C Up and release.

Hold L & R & Left on D-pad and release.

Hold L & Right on D-pad and release.

Hold R & Down on D-pad and release.

Hold L & R & C Left and release.

Hold L & C Up and release.

Hold L & R & Right on D-pad and release.

Hold L & R & C Down and release.

Hold L & Down on D-pad and release.

You will now be able to access a whole host of new characters, including the programmers, a terrorist and a biker dude!

Secret Levels And Characters

Complete the game on the Agent level to access the secret characters in the deathmatch mode (including Jaws, Mayday, Oddjob and Baron Samedi). Complete the game on Secret Agent level to open up the hidden Aztec level.

Complete the game on 00 Agent level to open up the Egyptian Crypt level. Beat this on 00 level to

access the 007 mode, which also includes a level editor!

Once the Bunker 2, Archive and Caverns levels have been beaten in Agent mode, they will become accessible in multiplayer games.

Destroy The Flag

When taking part in a flag-tag multiplayer game, if you're using some form of explosive weapons, there is a neat way to win the game easily. Get the flag, then after you've had possession of it for a short time, blow yourself up. The flag will be destroyed and thus no-one else will be able to pick it up – so you will win!

Hover Mode

Activate the Tiny Bond cheat (by completing the Surface 2 level in under 4:15 on 00 level), then stand somewhere high up, such as at the top of some stairs or a ladder. Crouch down to make yourself even lower, and very slowly walk off the high area. You'll find that you don't move down the stairs, but instead walk into space! By moving very slowly, it's actually



possible to walk for quite a distance. A good place to try this is the Dam level. Unfortunately you



Goldeneye is not only the best game so far on the N64, it also has loads of cool cheats to totally change the way you play.

Level	Cheat	Difficulty	Time
Dam	Paintball	SA	2:40
Facility	Invincibility	00	2:05
Runway	Donkey Kong	A	5:00
Surface	Grenade launcher	SA	3:30
Bunker	Rocket launcher	00	4:00
Silo	Turbo Bond	A	3:00
Frigate	No radar (multiplayer)	SA	4:30
Surface 2	Mini Bond	00	4:15
Bunker 2	Throwing knives	A	1:30
Statue Park	Turbo animation	SA	3:15
Archives	Invisibility	00	1:20
Streets	Rockets	A	1:45
Depot	Slow animation	SA	1:30
Train	Silver PP7	00	5:25
Jungle	Hunting knives	A	3:45
Control	Infinite ammo	SA	10:00
Caverns	Twin RCP90s	00	9:30
Cradle	Golden PP7	A	2:15
Aztec	Moonraker lasers	SA	9:00
Crypt	All weapons	00	6:00



IGGY'S WRECKIN' BALLS

Cheat Menu

On the start screen press R + Z alternately to open up the cheat menu. Once the Cheat Menu is open you can input the following codes to access the cheats.

happyheads	Unlock All Secret Characters
theuniverse	Unlock All Secret Worlds
jumparound	Enable Level Select (pause game)
swopshop	Mix 'n' Match.
rolfharris	Pencil Sketch Mode
toomuchpie	Fat Balls!
microballs	Small Balls!
2roktoo	Uses Turok 2 'dynamic' code
light - wow!	Lighting cheat
iceprincess	All Surfaces Ice
gooneygoogoo	All Surfaces Slime
bomberball	Only Bombs for Power Ups
1hitwonder	One hit & you're out!
Toomuchfun	Bizarre Bouncy Physics
imallout	No Power Ups
nonstop	Permanent Turbo Action
nogoodie	Goodies (Power Ups) are Replaced With Bombs
2times	Double Length Turbo Roll
shootshot	All Blue Projectiles for Power Ups
ohmy	Obnoxious Particle FX
gobaby	Full Turbo's



can't float over obstacles, so there's still no way to reach the mystery complex on the far side of the reservoir...

Hidden Weapons

On the Train level, blow up the last box at the far end of the start room for a hidden RCP-90.

On the Water Caverns level, blow up the boxes in the radio room. One of the boxes will spew out more boxes. Keep blowing them up and eventually you'll get two assault rifles.

Finish Goldeneye on Agent level (including the secret levels) to receive some new permanent weapons, including this Magnum.



INTERNATIONAL SUPERSTAR SOCCER 64

Hidden Teams

On the title screen press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A then hold Z and press Start.

The phrase "What an incredible comeback!" will confirm correct code entry and six all-star teams will now be available for you to choose from the team selection screen.

Big-Head Players

On the title screen press C Up, C Up, C Down, C Down, C Left, C Right, C Left, C Right, B, A then hold Z and press Start. Now players will have big heads.

Play Against The World Stars Secret Team

To play against the World Stars you must complete the game on any difficulty setting.

5 Hidden Teams

To access the 5 other secret teams after this you must defeat the world stars.



JEOPARDY

More Money

For more money press L, R, L, L, L, R, R, C Down, C Up.

J LEAGUE PERFECT STRIKER

Hidden Teams

To get the two extra teams hidden for only the best players, go to the title screen and press the following: Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Now press Start and hold down Z.

Huge head players

On the title screen press: Yellow top, Yellow top, Yellow down, Yellow down, Yellow left, Yellow right, Yellow left, Yellow right, B, A and then press Start and hold down Z.

If you have a copy of this early imported football game then these cheats are for you. Access the hidden teams and play with enlarged heads, excellent!



THE COMPLETE A-Z OF CHEATS



KILLER INSTINCT GOLD

Open all options

Press **Z, B, A, L, A, Z** on the character profiles screen. If you've done it correctly, you'll hear someone say "Perfect."

All Character Colours

To get all training colours at once, wait for the profiles to come up and press: **Z, B, A, Z, A, L**. You'll hear "Welcome" if you've done it right

Play As Gargos

Wait until the character profiles

These cheats enable you to open the secret characters and use your combo skills to the max!

appear and press: **Z, A, R, Z, A, B**. Gargos will laugh if it's worked.

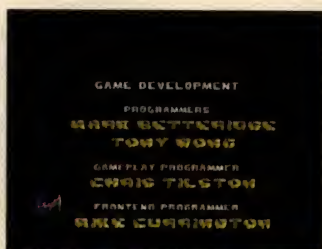
Final credits

When the character profiles appear, press: **Z, L, A, Z, A, R**.

Play On Sky Level

Go to the character select screen in two-player mode – in order to do this you must have two joypads connected.

Push down on the analogue stick and press Yellow Down simultaneously on both of the joypads. This will allow you to play on a level which is high above the clouds.



KOBE BRYANT IN NBA COURTSIDE

Play Hidden Teams

From the main menu, hold **L** and select a Pre-Season game by pressing **A**.

If you now scroll right you will find that three new teams will be available to choose: the Nintendo 'Plumbers', the N64 'Gamers' and the Left Field 'Lefties'.

Hang On The Basket

After executing a two-handed dunk, hold **B** and your player will hang on the rim of the basket. Be careful not to hang on too long or a technical foul will be awarded against you.

View Replay

Hold **B** and **Z** after you score to view an instant replay of the basket. Alternate Replay Angle Hold down **B** during an instant replay.

Big-Head Mode

Begin a game in any mode and press **Start** to pause it then press the following buttons: **Right, Right, Left, R, Z, Start, A, Start, A, Start, Z**.

Disco Floor Code

Begin a game in any mode and press **Start** to pause it then press the following buttons: **A, C Up, Down, Up, C Down, R, R, B, C Right, C Right, Z**.

MORTAL KOMBAT TRILOGY

Random Character

On the character select screen, put the cursor over Noob Saibot and press **Up** and **Start** simultaneously for a completely random selection.

Choose Battle Arena

On the character select screen, if you highlight Sonya and press **Up** and **Start**, an earthquake will then occur. You will then be able to select the course.

Play as Motaro

On Jade's Desert, Wasteland or Kahn's Tower, press and hold the analogue stick left and then press **A** and the Yellow top button before the match begins. Your fighter should explode and Motaro will replace him.

Play as Shao Kahn

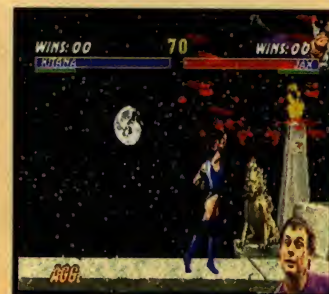
On the Rooftop or Pit 3, press **Down** on the analogue stick and press **A** and **B** before the start of the bout. Shao Kahn will appear.

Play as Khameleon

On the Star Bridge stage, when the annoying gonk appears in the bottom corner of the screen and squeals "Toasty!", just press **Down** and **Start** before he vanishes from whence he came. You'll then have the opportunity to battle our poorly-spelt chum.

Fight as Human Smoke

Choose Cyber-Ninja Smoke as a character. Then hold **↵ + HP + HK + Run + Block** before the 'Fight' screen appears or inbetween rounds. Cyber-Ninja Smoke will explode and change into Human Smoke.



Unlimited credits

During the story screen, press \downarrow , \downarrow , \uparrow , \uparrow , \rightarrow , \rightarrow , \leftarrow , \leftarrow . A sound will confirm that the code has worked. Now after the next match is lost, the word 'Freeplay' will appear in the remaining Credits window.

Extra options

During the Kombat mode selection screen, press \uparrow + Start. Now new options to disable timer, blood, aggressor and kombos will appear.

Bonus Galaga-type game

If you persevere and fight 100 two-player matches consecutively, a game called Land Of Rellim will begin.

Bonus Pong game

Not quite as gruelling, but if you fight 50 two-player matches consecutively, a bonus game of Pong will start running.

Bonus Space Invaders-typegame

Press Z when an object appears over the moon on the pit stage of a two-player match. The sound of a bell will confirm that the code has worked. The winner of that round will play Invaders From Space.

Enable both red and blue ? menus

During the story screen, press HK, LK, Run, LP, HP, HP, HP, LP, LP very quickly. If the code has worked, a sound will be heard. Now the red and blue question mark menus will be available to provide the following options:

Red Question Mark menu

Freeplay	ON/OFF
Fatality Time	ON/OFF
Collision Boxes	ON/OFF
One Round Matches	ON/OFF

Blue Question Mark menu

Level Select	ON/OFF
Throwing	ENABLED/DISABLED
Unlimited Run	ENABLED/DISABLED
Bloody Kombat	ON/OFF
Human Smoke	ON/OFF
Khameleon	ON/OFF

MYSTICAL NINJA STARRING GOEMON

Fight Impact Bosses From Menu

Find every silver fortune doll in the game (you'll now if you've got them all before you finish because your life gauge will be full). At the end of the game following the credits a fortune doll count will appear and a new option will be available on the options menu allowing you to play against the four Impact robots in sequence.

Extra Songs in Sound Test

Complete the game and then press the start button to return to the main menu. Now enter the options menu and select 'sound test', and you will then notice two new selections 'I am Impact', and 'Gorgeous my Stage'.

Forever Falling Glitch

Go to the main entrance to Festival Village, head down the stairs and then open the large door to your right. Walk across to the next large door and then enter the area with the drummer in. Walk up the stairs towards the drummer, and then leap over the edge to the slanted rock to the right of the staircase. At this point you will fall through the sloped floor and keep falling downwards towards the centre of the earth.



MORTAL KOMBAT 4

It's finally here! The game all beat-'em-up fans have been waiting for! Well, all those that aren't still waiting for Street Fighter, that is.

Fight As Meat

Choose 'Group Mode' and win as all 16 characters.

Cheat Option

Highlight 'Continue' on the options screen then hold Run and Block until the cheat option appears.

Fight As Goro

Select the 'Hidden' icon on the character selection screen.

Press Up, Up, Up, highlight Shinnok's icon and press Run and Block.

Fight As Noob Saibot

Select the 'Hidden' icon on the character selection screen.

Press Up, Up, highlight Reiko's icon and press Run and then Block.

Alternate Costumes

Rotate the select screen pictures twice in order to access each character's second outfit. Sonya and Tanya's pictures must be rotated three times.

Kombat Kodes

Input the following codes on the two-player 'Vs' screen where the character pictures are displayed facing each other. There are two three-digit displays at the bottom of the screen. The first three correspond to the buttons on controller one, the second to the buttons on controller two. The numbers indicate how many times you must press Low Punch, Block and Low Kick respectively:

001 001	Unlimited Run
002 002	Weapon Kombat
010 010	Disable Maximum Damage
012 012	Noob Saibot
020 020	Red Rain
050 050	Explosive Kombat
100 100	Throwing Disabled
110 110	Maximum Damage and Disabled Throws
111 111	Free Weapon
123 123	No Power
222 222	Random Weapons
321 321	Big Head mode
333 333	Random Kombat
444 444	Armed and Dangerous
555 555	Many Weapons
666 666	Silent Kombat



These cheats will allow you to access all the hidden characters and the cheat menu. From this menu you can turn blood/fatalities on or off also some handy secrets that allow you to perform the gory moves very easily.

MACE: THE DARK AGE

Change Character Costumes

Highlight the character you want to use and press L or R, C Up, C Down, C Left, and C Right for five different costume colour schemes.

To Play Two-Player Practice Mode

Highlight Practice on the menu screen and press Start simultaneously on both of the controllers. Select the desired characters, and then knock each other about for as long as you like with absolutely no hint of a death!

Fight As Gar Gunderson, The War Mech Or Ichiro

When the first screen appears when you turn the power on, rotate the analogue joystick in an anticlockwise direction from the right and you'll hear a chime. Gar Gunderson and Ichiro will appear on the character selection screen above the Executioner.

Select Start Stage

Highlight the desired fighter on the character selection screen and press the Start button four times to compete on their home stage, then select the character you want to fight and begin.

Bonus Stages

To play on the bonus stages, highlight each of the characters listed in order and press Start every time, then select the character you want to play with. The following codes are for two-player mode, except for Random AI. The following cheats are entered in two-player mode:

Fight As Pojo The Chicken

Successfully perform Taria's execution. Then begin another match and highlight Taria, hold the Start button down on the selection screen and Pojo will appear. Without releasing Start, press a Quick button to select Pojo. If you're in two player select mode, they can do the same thing and it'll be Pojo against Pojo!

Fight As Grendal

Win three times in two-player mode, then on the select screen for the fourth match, highlight the Executioner, hold Start and Grendal appears. Don't release start, and press Quick to select Grendal.

Fight As NedThe Janitor

On the character selection screen, press Start on each of the following characters in turn; Koyasha, Executioner, Lord Deimos, then move to Xiao Long and press Quick to play as a janitor!

Head Swap

On the character selection screen, press Start on each of the following characters in turn; Al-Rashid, Takeshi, Mordos Kull, Xiao Long, Namira. The two characters that are then chosen with swap noggins!

Pink Slippers

On the character selection screen, press Start on each of the following characters in turn; Ragnar, Dregan, Koyasha. When you choose a fighter, he or she will engage in combat wearing fuzzy rabbit slippers!



MISSION IMPOSSIBLE

Silenced Weapon

On the mission select screen, press C-Up, L, C-Right, C-Left, C-Down. When the code has been accepted you will hear the words "Ah that's better."

Infinite Ammo

On the mission select screen, press C-Up, Z, C-Left, Z, C-Left. When the code has been accepted you will hear the words "Ah that's better."

Invulnerability

On the mission select screen, press R, Z, C-Down, R, R. When the code has been accepted you will hear the words "Ah that's better."

Rocket Launcher

On the mission select screen, press C-Up, L, C-Left, C-Right, C-Down. When the code has been accepted you will hear the words "Ah that's better."

Turbo Mode

On the mission select screen, press C-Up, Z, C-Up, Z, C-Up. When the code has been accepted you will hear the words "Ah that's better."

Kid Mode

On the mission select screen, press C-Down, C-Up, R, C-Left, Z. When the code has been accepted you will hear the words "Ah that's better."

9mm Pistol

On the mission select screen, press R, L, C-Down, C-Up, C-Down. When the code has been accepted you will hear the words "Ah that's better."

Big-Head Mode

On the mission select screen, press C-Down, R, C-Up, R, C-Left. When the code has been accepted you will hear the words "Ah that's better."



If you're getting bored pretending to be Tom Cruise, use these cheats to make life a little easier, or just for sheer amusement.





MULTI RACING CHAMPIONSHIP

Guaranteed Victory

If you want to win the race every time, choose Kingroader (the yellow Jeep-type vehicle) and adjust the aerodynamics so that the maximum speed is 205kph. Assuming that you aren't completely incompetent at driving that is, you'll hardly ever skid (even on snow), which will allow you to out-pace even cars that should be much faster than you. Doing this, you'll be able to unlock the hidden cars and mirror tracks even faster than you would otherwise, not that it should take much longer than a day anyway...



It's only just out but already we've got some top tips from across the water. 64 SOLUTIONS: if it's out, we've got the cheats.



It's only just out but already we've got some top tips from across the water. 64 SOLUTIONS: if it's out, we've got the cheats.

Hidden Route

The Downtown track has a hidden route, which can massively reduce your time and is a lot easier than the normal track. At the top of the hill that leads to the waterfall, there is a tree just before some fences. Drive through the tree (don't worry, it won't hurt!) and you'll then be on easy street!

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Skip to Quan Chi

As Sub Zero dies before a checkpoint, hold down A.

Skip to Shinnok

As Sub Zero dies before a checkpoint, hold down B.

Defeating Shinnok

Shinnok is protected by a force field almost the entire time but there is a simple way to beat it. When Shinnok uses an attacking move his amulet will glow. When this happens use an Ice Blast to freeze him.

To complete your mission you will need to be quick. Turn around and run for the teleport behind you, then you will appear behind Shinnok. Get close and press the A button to steal his amulet.

All that remains is to enter the Gateway and return to earth.

Save the Earth from evil in this incredibly difficult platform beat-'em-up!



The Moves

3 Hit Combo HK, HK, Back + HK
6 Hit Combo HP, HP, LP, HK, HK, Back + H

Fatality

Spine Rip F, D, F HP (Stand Close)

Level Codes

Level 2	Wind	THWMSB
Level 3	Earth	CNSZDG
Level 4	Water	ZVRKDM
Level 5	Fire	JYPPHD
Level 6	Prison	RGTKCS
Level 7	Bridge	QFTLWN
Level 8	Fortress	XJKNZT

Cheat Codes

Urns of Life	NXCVSZ
1000 Lives	GTTBHR
Exploding Rock Boss	RCKMND
End Credits	CRVDTS
Fortress + 20,000 Ex	ZCHRRY
Invincibility	TDFCLT

Special Moves

1: Ice Blast	D, F + LP
2: Ice Slide	BL + B + LP + LK
3: Directional Ice Blast	D, F + HK
	D, B + LK
4: Flying Ice Blast	D, F + LP (When Jumping)
5: Ice Clone	D, B + LP
6: Ice Shatter	Freeze any opponent twice and you will can shatter them with an uppercut.
	BL + B + LP + LK
7: Power Ice Slide	D, F, F + HP
8: Freeze on Contact	F, B, B + HP
9: Polar Blast	

MADDEN 64

View Ending

Switch on the N64 and hold L, R and Z when the EA logo appears to watch the congratulatory end sequence.

Team Tiburon

In Season mode, go to the front office, select the 'create player' option and enter his name as 'Tiburon'. You can now select this team of giants in Exhibition mode!

EA Stadium

If you want to play at a hidden stadium, enter SAN MATEO on the Create Player screen.

You'll now be able to play at Electronic Arts' own special ground!

Extra Teams

Again on the Create Player screen, enter the following names to access hidden teams.

SIXTIES - Players from the 1960s.
SEVENTIES - Players from the 1970s.
EIGHTIES - You'll never guess.

All Time Madden Team

Enter the name AT_MADDEN (the underscore denotes a space).



Use these cheats to make the best American Football game on the N64 even better.

MIKE PIAZZA'S STRIKE ZONE

Cheat Menu

On the pre-game menu enter L, R, L, R. You'll need to activate this code before any of the others will work.

Bonus Stadium

On the pre-game menu enter Right, A, C Up, L, A.

Always Hit Home Runs

On the pre-game menu enter L, A, Down, Right.

Crazy Ball

On the pre-game menu enter C Right, A, Z, B, A, L, L.

Crazy Pitches

On the pre-game menu enter C Right, A, Z, C Up, R, B.

Varied Pitches

On the pre-game menu enter C Right, A, Z, C Up, R, L.

Easy Steals

On the pre-game menu enter C Left, A, Down, C Up, Z.

Aluminum Bats

On the pre-game menu enter R, A, Z, B, A, L, L.

Red Bats

On the pre-game menu enter R, Down, B, A, Right.

Blue Bats

On the pre-game menu enter B, L, B, A, Right.

Psychedelic Bats

On the pre-game menu enter Z, B, R, A.

Low Gravity

On the pre-game menu enter Up, R, A, L.

Increased Gravity

On the pre-game menu enter Up, Down, L, Up, R.

Fast Game

On the pre-game menu enter L, A, Z, R, B, A, L, L.

Slow Game

On the pre-game menu enter Up, L, L, B, A, L, L.

Alternate Sky

On the pre-game menu enter C Right, A, Z, C Up, L, R, Z.

Bonus Teams

On the pre-game menu enter C Right, A, Down, Left.

Hidden Message

On the pre-game menu enter C Up, R, B, B.

View Credits

On the pre-game menu enter R, A, Z, R, C Right, A, B.

NFL BLITZ (IMPORT)

Bonus Players

Enter these codes at the Enter Initials screen. (see below)

Cheat Codes

Enter these codes on the Matchup screen. (see below)

Onside Kick

To perform an onside kick, hold Up + A + B + Z, before you kick off.

Lateral Pass

To lateral the ball back to a player

on your team, point the control pad in the direction of the player and press the pass button to throw the football.

Control Weather

Enter these codes on the Matchup screen.

Clear	2-1-2 Left
Rain	5-5-5 Right
Snow	5-2-5 Down
Fog	0-3-0 Down
Thick Fog	0-4-1 Down
White Christmas	5-0-5 Down

Name	Code	Name	Code
Julia	1234	Jimk	5651
Turmell	0322	Marka	1112
Sal	0201	Ed	3246
Jason	3141	Todd	1122
Jenifr	3333	Mitch	4393
Daniel	0604	John	5158
Japple	6660	Josh	4288
Root	6000	Ryan	1029
Luis	3333	Beth	7761
Mike	3333	Brian	0818
Gentil	1111	Grinch	2220
Brain	1111	Paulo	0517
Forden	1111	Lt	7777
Skull	1111	Nico	4440
Carlton	1111	Gatson	1111
Shinnok	8337	Guido	6765
Raiden	3691	Rog	8148
Thug	1111	Monty	1836
Van	1234	Shun	0530
Billz	0526	Gene	0310
Zz	1221	Paula	0425

Big Players	1-4-1 Right
Big Head Team	2-0-3 Right
Blood-5-0	Up Fast
Passes	2-5-0 Left
Headless Team	1-2-3 Right
Hide Name	1-0-2 RightHuge
Football	0-5-0 Right
Huge Head	0-4-0 Up
Hyper Blitz	5-5-5 Up
Hyper Turbo	3-2-0 Left
Invisible	4-3-3 Up
Invisible Qtrback	3-4-2 Left
Late Hits	0-1-0 Up
More Speed	4-0-4 Left
Night Game	2-2-2 Right
No CPU Assistance	0-1-2 Down
No First Downs	2-1-0 Up
No Fumbles	4-2-3 Down
No Head	3-2-1 Left
No Interceptions	3-4-4 Up
No Out Of Bounds	2-1-1 Left
No Punting	1-5-1 Up
No Random Fumbles	4-2-3 Down
Power Blockers	3-1-2 Left
Power Defense	4-2-1 Up
Powerup Blockers	3-1-2 Left
Powerup Defense	4-2-1 Up
Powerup Speed	4-0-4 Left
Powerup Teammates	2-3-3 Up
Random Plays	1-1-5 Left
Show Field Goal %	0-0-1 Down
Show More Field	0-2-1 Right
Smart CPU	3-1-4 Down
Super Field Goals	1-2-3 Left
Tiny Players	3-1-0 Right
TournamentMode	1-1-1 Down
Turn Off Stadium	5-0-0 Left
Unlimited Turbo	5-1-4 Up

NASCAR 99

(IMPORT)

Play as Bobby Allison

Enter the Championship Season and race over 200 laps around the Charlotte track. Place in the top five drivers to access Nascar legend Bobby Allison.

Play as Alan Kulwicki

Enter the Championship Season and race over 200 laps around the Bristol Day track. Place in the top five drivers to access Alan Kulwicki.

Play as Benny Parsons

Enter the Championship Season and race over 200 laps around the Richmond track. Place in the top five drivers to access Benny Parsons.

Play as Cale Yarborough

Enter the Championship Season and race over 200 laps around the Darlington track. Place in the top five drivers to access Cale Yarborough.

Play as Davey Allison

Enter the Championship Season and race over 200 laps around the Talledega track. Place in the top five drivers to access Davey Allison.

Play as Richard Petty

Enter the Championship Season and race over 200 laps around the Martinsville track. Place in the top five drivers to access Richard Petty.

NHL 99

Cheat Codes

Enter these codes on the password screen.

BIGBIG	Big players
BRAINY	Big heads
FAST	Faster gameplay

Goal Sounds

After scoring a goal press the Z button to hear different sounds





NAGANO OLYMPIC HOCKEY '98

Continual Fighting

Make sure that the 'Fighting' selection is highlighted on the options screen, hold L and then press
C Right, C Left, C Left,
C Right, C Down, C Up, C Up,
C Down, C Left, C Right,
C Right, C Left, C Right,
C Left.

Change Player Appearance

On the options screen press C Left + R, C Down + R or C Up + R. Adjust the first six bits of the 16-bit register to alter the game by pressing:
C-Down + R to alter bits 1 and 2
C-Left + R to alter bits 3 and 4
C-Up + R to alter bits 5 and 6

Register Effect

100000	Squat players.
010000	Squat players, big heads.
110000	Squat players, small heads.
001000	Squat players, small announcer's voice.
000100	Big players, big announcer's voice.
000010	Squat players, small announcer's voice.
000001	Stretched players, big announcer's voice.
110110	Big players, small heads, big announcer's voice
010010	Squat players, big heads, small announcer's voice
010101	Big players, big heads, big announcer's voice
010001	Stretched players, big heads, big announcer's voice



These secret codes will make your hockey playing much more interesting.

NFL QUARTERBACK CLUB '98

Two-four-six-eight, who do we appreciate? N-six-four! American sports sims are invariably laden with hidden 'stuff', and Acclaim's gridiron game is no exception.

Cheat Mode

Enter the codes (in the box on the right) on the cheat menu screen for the desired result. Correct code entry will be confirmed by a tone.

Even if you don't understand the basics of the game that came from across the pond, the codes above should make for an interesting game.



NBA IN THE ZONE 98

Easy Free Throws

To make this rather difficult activity a tad easier, repeatedly push the analogue stick upwards when you're about to take the throw, and the shot indicator will slow down.



Help is on hand if you are having difficulty in hitting the basket from the free throw line.

Effect

Eight downs
Tall, thin players
Expert defence
Strong receivers
Longer dives
Spinning receiver
Top quarterback
Longer jumps
Slow motion
Fumble mode
Repeated fumbles
Short players
Instant passing
Disable cheats
Lousy defence
Lousy offence
Ball tipped when passing
Repeated dives
No tackles
Crawling players
Lousy players
Sledge mode
100-yard passes, kicks, and punts
Always tackle
Expert players
Speedy running
Acclaim and Iguana teams
No fumbles
Lousy quarterback
Electric football mode
Max discipline & awareness stats

Code

8DWNDRV
BBMNTBL
BGBFYDF
BGBFYFF
BGSPRDV
BGTWSTRS
BRDWNMTH
CRLWYS
FRMBYFRM
GTNHND5
GTNHND5
JPNSMWR
LDSTRTRK
LLCHTSFF
LLDFSCK
LLFFSCK
LWYSTPSS
MNFLDMD
NBCTCKLS
PBYBYMD
PWHYRMN
SNWSLDS
SPRBGRMS
SPRDPRTCKL
SPRTMMD
SPRTBMD
STNTXTM
TGHTGRP
TRNTDLFR
YLCTRCFB
YNSTYNS



Customise your team with the bizarre 'ridiculous hair' cheat, though Dennis Rodman's been doing it for years.

NBA HANGTIME

Duplicate Players

If you've bought this annoying basketball game, you might decide that your day would be made if you could have two Dennis Rodmans (Rodmen?) on your team.

Now you can. Enter any of the following codes as your name and use the **PIN 0000** to access them.

Ahrdwy (Penny Hardaway)	Miller (Reggie Miller)
Cliffr (Cliff Robinson)	Motumb (Dikembe)
Davidr (David Robinson)	Mutumbo
Dream (Hakeem Olajuwon)	Mourng (Alonzo Mourning)
Elliot (Sean Elliot)	Mursan (Gheorghe Muresan)
Ewing (Patrick Ewing)	Pippen (Scottie Pippen)
Glennr (Glenn Robinson)	Rodman (Dennis Rodman)
Ghill (Grant Hill)	Rice (Glen Rice)
Hgrant (Horace Grant)	Smits (Rik Smits)
Johnsn (Larry Johnson)	Stackh (Jerry Stackhouse)
Kemp (Shawn Kemp)	Starks (John Starks)
Kidd (Jason Kidd)	Webb (Spud Webb)
Malone (Karl Malone)	Webber (Chris Webber)

Ridiculous Hair

If you've selected Dennis Rodman, you can keep pressing the Pass button to change the colour of his hair. Exciting stuff.

Enter the following codes on the 'Tonight's Matchup' screen, using A to alter the first digit, C Down to alter the second digit, and C Right to alter the third digit.

025	Baby players mode	461	Infinite turbo
048	No music	552	Hyper speed
111	Tournament mode	616	Increase blocking power
120	Turbo passing		
273	Stealth turbo	709	Fast stealing
284	Maximum speed	802	Maximum power
390	No shoving	937	No goal tending

NHL BREAKAWAY '98

Cheat Menu

To bring up the cheat menu, bring up the main menu and press C Left, C Right, C Left, C Right, R, R. The cheat menu option will appear. From the cheat menu, you'll be able to change the player type and size for both teams, change the ref size, access a sound test menu, change the house rules, enable big checking, increase the likelihood of the rink glass shattering, and increase the chances of equipment being lost.

Player Inspection

On the player creation screen, you can view your player by pressing C Up, C Down, C Left, or C Right to rotate the player in any dimension.

Remove Opposing Goalie

Press Start during play and select the game options menu which is followed by the game settings menu.

Select the 'Controller Set-up'

PUYO PUYO SUN 64

Elephant Mode

On the character select screen, highlight Elephant and hold Start for three seconds. All the characters will turn into pachyderm.

Play As Satan

On the character select screen, highlight Shezo and hold Start for three seconds. Satan will make herself known.

Random Character Select

On the character select screen, highlight Rulue and hold Start for three seconds. You will now play as a randomly chosen character.

Play As Carbuncle

On the character select screen, highlight Arle and hold Start for three seconds. Carbuncle, the little dancing rabbit thing who appears throughout the game, can now be selected.

Select Opponent's Character (two-player mode)

On the character select screen, highlight Doraco and hold Start for three seconds.

The one- and two-player selectors will now switch, so you can make your opponent play as someone they really hate.

OFF-ROAD CHALLENGE

Four Extra Trucks

Punisher Truck:

Tap C Down on the vehicle selection screen.

4x4 Monster Truck:

Tap C Up on the vehicle selection screen.

Thunderbolt Truck:

Tap C Left on the vehicle selection screen.

Crusher Truck:

Tap C Right on the vehicle selection screen.

Extra Trucks

Punisher Truck: Tap C-Down on the vehicle selection screen.

4x4 Monster Truck: Tap C-Up on the vehicle selection screen.

Thunderbolt Truck: Tap C-Left on the vehicle selection screen.

The Crusher Truck: Tap C-Right on the vehicle selection screen.

El Cajon Track

To play the El Cajon stage, go to the level select menu, then press both the L + R buttons together and hold Up on the control pad. You should hear a drill sound to confirm the cheat has worked.

Then highlight the El Paso stage and hold down the Z button and press A.

Flagstaff Track

To get the secret level FLAGSTAFF, go to the level selection screen, hold L, then press Right on the d-pad. You should hear a drill sound. Now highlight MOJAVE and hold down the Z button and press A.

Guadalupe Track

To play the Guadalupe stage, go to the level selection screen, press the R button and hold Down on the control pad. You should hear a drill sound. Then highlight the VEGAS stage hold down the Z button and press A.

Quick Start

To get a boost of speed at the start of the race, hit the gas when the announcer says "Go!"

option and move your controller across so that you're commanding the other team. Select the 'Pull Goalie' option from 'Team Options' and use 'Controller Set-up' again to switch the teams back and resume the game, leaving the CPU's goal untended! Alternatively, if you're losing really badly, just select 'Controller Set-up' and switch teams for good.



Mad options within this game will let you turn your players into slam dunking freaks!



RAKUGA KIDS (IMPORT)

Alternate Costume Colours

Press a different Punch or Kick buttons to choose your fighter on the character selection screen. Each button gives you a different costume.

Fight As Inoz

Hold L when selecting Mamezo on the character selection screen after first accumulating a total of more than two hours of game play.



Fight As Darkness

Darkness will be selectable from the character selection screen once you've accumulated a total of more than five hours of game play.

Extra Options

To access some new game options from the options menu, accumulate a total of more than ten hours of game play.



RAMPAGE

Change Character Colours

On the character select screen press up and down on the analogue stick to change colours of George, Lizzie and Ralph

Hidden Character

In the Scum Lab Facility and eat the toxic waste barrels. Your character will now be transformed into VERN for the remainder of the level. He can fly and is able to shoot a fireball by pressing C-Down.

Tank/UFO Rides

You can hitch a ride on tanks or UFO's by jumping onto them. They will stop shooting at you and

you are able to control the direction in which you will move. This ride will not last for long so be ready to jump clear.

Hidden Cities

On the next city screen tap the following buttons.

Ralph	Kick
Lizzie	Punch
George	Jump

Allergies

Each character has an allergy. When you eat the item that your character is allergic to they will sneeze and blow down the building which you are climbing.

Ralph	Cats.
Lizzie	Birds.
George	Dogs.

ROBOTRON 64

The following codes should all be entered whilst on the Robotron game setup menu screen.

Extra lives

Enter the following passwords to start the game with 110 lives.

Easy difficulty level:

BSBBBTJBB

Normal difficulty level:

BCBBLBTJBB

Insane difficulty level:

BFBBBCTJBB

Level Select

Down, Up, C Left, Down, C Left, C Right, Down, C Right.

Speed Up

During the game, Left, Left, Right, Right, C Up.

Shield

During the game, Down, Left, C Left, C Right.

Flame Thrower

During the game, Down, Right, Down, Right, C Right.

Gas Gun

During the game, Up, Down, C Right, C Left.

Four-Way Fire

During the game Down, Down, Up, C Right.

Three-Way Fire

During the game, Right, Right, C Left, C Down.

50 Lives

Up, Up, Down, Down, Left, Right, Left, Right, C Left, C Right, C Left, C Right.

Game Boy Mode

Up, Down, Right, C Left, Down, Up, Left, C Right, Up, Down. The following codes need to be entered while playing the game.

Two-Way Fire

During the game, Up, C Up, Up, C Up.

Access Final Level

Enter BJTCNGLFCR as a password.

Passwords

Level 90: CSSRQQHLRH

Level 98: DGQDQQLLHJ

Level 99: DNKFQGLLJJ

Level 100: DDJGQGJLLJ

Level 101: DLRHQDLMJ

Level 102: DBBJQLDLNS

Level 103: DNMJQGFLPS

Level 104: DNTJQLCLQJ

Level 105: DGBKQLCLRJ

RUSH 2: EXTREME RACING USA (IMPORT)

Cheat menu:

On the settings screen press and hold C-Up + C-Down + C-Left + C-Right + L + R + Z.

Taxi:

Collect three keys on any level to access the Taxi.

Formula 1 Car:

Collect nine keys on any level to access the Formula 1 Car.

Prototype car:

Collect twelve keys on any level to access the Prototype Car.

Mountain Dew Dragster:

Collect all four Mountain Dew bottles on any level to access the Mountain Dew Dragster.

Hot rod:

Collect six keys on any level to access the Hotrod.

QUAKE

Debug mode

This cheat gives you access to Level Warp, Weapons and God mode. On the password screen, type QQQQ QQQQ QQQQ QQQQ. You will receive a message saying 'Invalid Password'. Now return to the menu and you will have special access to the Debug menu at the top of the screen.



No Clipping Mode

Enter NOCLIP as a password on the password screen and you will be able to walk through walls.

This is the ultimate cheat for this ultimate beat-em up classic. Enter the Debug code to access all weapons and God mode.





Activating the secret level is done through the select menus.



Ruin the lovely tarmac with this texture change cheat!

Once you've played all the tracks and cars, get your money's worth and use these great codes.

SAN FRANCISCO RUSH

Alcatraz - Track 7

1. Enter the Track Winning Code As Follows.

8DP5KG5L4G59P
G92WVCQY0DRDQ

2. Choose continue circuit and then let the timer run out. You will now receive a Formula 1 car and a congratulations message.

3. On car select screen, Hold C-Left, press Z, release both buttons and press Left.

4. On setup screen, Hold C-Up, press Z, release both buttons and press Up.

5. On track select screen, Hold C-Right, press Z, release both buttons and press Right.

6. On car select screen, Hold C-Down, press Z, release buttons

and press Down, L, R.

Alcatraz will now appear as track seven on the circuit select screen.

Change Track Textures

On the setup screen, Hold C-Right, press L, release both buttons and press Z. Keep repeating this procedure to switch between the available textures.

Change tyre size

For Rear Tyres On the car select screen, Hold C-Right and press C-Left. Now Hold C-Left and press C-Right. Repeat this code until the tyres are the required size For Front Tyres On the car select screen, Hold C-Left and press C-Right. Now Hold C-Right and press C-Left. Repeat this code until the tyres are the required size

Race upside down

On the setup screen, press Up, Right, Down, Left, Down, Right, Up, Left.

Drive the burning car

On the car select screen, Hold C-Up and press Z, Z, Z, Z.

No Timer

On the setup screen, Hold Z, then perform this code. Hold C-Down and press C-Up, keep holding Z, Hold C-Up and press C-Down.

SUPER ROBOT SPIRITS

(IMPORT)

These cheats have not yet been tested and we do not advise you to try them all!

New Colours - Dunbine and Walker Galliam

If you play the game for over 50 hours you can select different coloured renders of Dunbine and Walker Galliam.

Play as Master Gundam

Select Story mode and defeat Master Gundam three times, and he will become accessible as a playable character.

Play as Devil Gundam

Complete Story mode with all the characters, and then use Master Gundam to beat Devil Gundam in 64 mode.

You will now be able to select and play as Devil Gundam.

Play as Judecca

If you play the game for over 300 hours, Judecca will appear as a playable character.

Shining Gundam

In Vs mode use Shining Gundam, and defeat 21 opponents.

On the select screen, you will now be able to access Shining Gundam, and use him on all game modes.



1080° SNOWBOARDING

Dragon Cave

Select Match Race and finish all courses in hard mode.

Deadly Fall

Select Match Race and finish all courses in expert mode.

Penguin Snowboard

Perform all 24 tricks in training mode, then highlight the Tahoe 151 board on the snowboard selection screen, hold C Down, and press A.

Gold Boarder

Enable the 'Transparent Boarder' and finish expert mode, then select Kensuke Kimachi, hold C Up, and press A on his statistics screen.

Panda

Come first in all time attack and trick attack modes. Select Rob, hold C Right, and press A on his statistics screen.

Transparent Boarder

Firstly you must complete expert mode, then select Akari Hayami, hold C Left, and press A on her statistics screen.



SHADOWS OF THE EMPIRE

For these cheats to work the game has to be on Medium level. Start a new save slot on your Controller Pak (you must have one for the cheat to work) and call it 'Wampa..Stompa' (each '.' represents a space). You must get the case of the letters correct for the cheat to work. When you start the game, pause it, go to the options menu and set the controller type to 'traditional'.

Play As AT-AT

In the second round of the Hoth battle, when the Scout Walkers appear press Left on the D-pad and C Right simultaneously, then push Up. The C Right button will



Disguise yourself as a Storm Trooper by using the Wampa code twice and pressing C a lot. Cool.

then let you change camera views until you see the AT-ST. Use the D-pad to attack.

End Sequence

End your name as '.Credits' (a space before the first C). When you begin the game, you will be taken to the end sequence.

Play As Wampa

On the 'Escape From Echo Base' level, repeat the above code and press C Right until the Wampa appears. As with the AT-ST, the D-pad is used to control the new character - push Down to give people Hamill-style scars.

Play As Stormtrooper

Repeat the code to access the Wampa, but keep pushing C Right until the stormtrooper appears.

Play As TIE Fighter

This requires you to collect all the Challenge Points on the Medium skill level. Once you reach the Skyhook battle, hold C Right for five seconds to turn the Outrider into an X-Wing. If you hold C Right

for another five seconds, you will now be flying a TIE Fighter!

Cheats Menu

This code grants you access to a multitude of menu options, namely all weapons and items, invincibility, 50 lives, sleeping villains, kill Dash (?), teleport, level select, walk through walls and unlock all levels. Here's how it works.

1. As usual use a game with the player's name as 'Wampa..Stompa'. The name must be written correctly, including capitalisation, with ONE space before Wampa and TWO spaces between Wampa and Stompa.
2. Begin playing on any level and pause the game.
3. Hold down all of the following buttons: All the C buttons, Z, L, R and D-pad Left.
4. While holding all the above buttons down, move the analogue stick halfway to the left (using your chin or someone else's help), and hold it until you hear a sound.
5. Release all the buttons, press them again, and this time hold the analogue stick halfway to the right, waiting until you hear the sound.
6. Repeat this process again with

the analogue stick to the left, then again to the right, and then again to the left.

7. Pink text should appear at the top of the screen. Use L and R to change the options - some of them can be changed by pushing the control stick up and down. Press A to activate them.

8. To get the cheat menu back, pause the game, then hold down



You can be the AT-AT in Shadows with this cheat!

all the buttons used in Step 3 above and move the analogue stick left or right.

This also enables an option marker in yellow on the pause menu which gives you access to game secrets for each level.

SNOWBOARD KIDS

All Characters Boards And Courses

From the start screen, enter Analogue stick Down, Analogue stick Up, D-pad Down, D-pad Up, C Down, C Up, L, R, Z, D-pad Left, C Right, Analogue stick Up, B, D-pad Right, C Left



Fast moving snowboard action with a hint of target practise. This cheat will help you to get to the front of the pack.



Turbo Start

Tap A repeatedly when the 'Ready' message appears at the start and your kid then will jump out into an early lead without needing to build up speed.

Quicksand Valley

First you must get gold on courses one to six.

A new snowboard and the Quicksand Valley desert track will now be available to you.

Ninja Land

Get gold on Silver Mountain.

Play As Ninja

Get gold on Ninja Land.

Silver Mountain

Get gold on Quicksand Valley.

When you see the 'READY' sign press A repeatedly. You will jump forward and accelerate immediately if you have performed this manoeuvre correctly.



STAR SOLDIER: VANISHING EARTH

Extra Options

Complete the game on the 'Regular' difficulty setting, and you will access a level select and an option to preview enemy ships.

TOP GEAR RALLY

The best way to enter these cheats is to start pushing the right buttons quickly when the Kemco screen appears after switching on or when resetting the machine.

PlayStation Mode

In technical terms, this cheat removes bi-linear filtering. If you are not a techno-ponce however, it takes off the blurring and makes everything look horrible and blocky! During a game, press B, Left, Right, Up, Left, Z, Right for a ticket to Blocksville.

Acid Mode

Wow, far out, man! This strange code lets you see what it's like to drive while out of your head on illegal substances. During play, push C Down, Z, B, Up, Up, Right for that full-on hippy vibe.

All Tracks

The cheat to access all tracks we printed last issue does work – honest! To get it to work, you have to be on the title screen, since pressing A will put you onto the selection screen.

Rest assured, you can play the Strip Mine track.

When the Kemco logo appears, quickly press A, Left, Left, Right, Down, Z – you'll then be able to play the Strip Mine track (and any others that you haven't already opened) in Arcade and Time Attack modes..

Beachball Car

Enter B, B, A, Left, Left, C Down, A, Right on the Arcade mode-selection screen for a bouncy time

Cupra [Ice Cube] Car

Enter C Down, Up, B, Right, A, C Down, A, Right on the Arcade mode-selection screen.

Mirror Courses

Mirror courses are selectable after completing all the seasons and accumulating a certain number of points in championship mode.

Alternate Credits

On the options screen, select the credits icon and press Left, C Down, Right, Down, Z. A new credit screen will be displayed.

Access All Cars

All normal cars, at least – you still

Bonus Cars

Complete the following seasons to access displayed cars:

Season	Car
2	Type CE (Toyota Celica) and Type IP (Isuzu P)
3	Type M3 (BMW M3) and Type SP (Toyota Supra)
4	Type NS (Nissan Skyline) and Type RS (Ford RS 200)
5	Type PS (Porsche 959)
Mirror	Milk Truck and Helmet Car

have to work to get the secret vehicles! Enter the code, then go to Arcade Mode to see the cars. A, Left, Left, C Down, A, Right, Z

Mirror Cars

Complete all six seasons of the fifth year, and press C Down on the car select screen to give your car a flashy chrome paint job!

Helmet Car [or Mini]

Enter Up, Up, Z, B, A, Left, Left on the Arcade mode-selection screen.

Change Car Colours

Then hold down L, R and all four C buttons on the car select screen, then move the d-pad up or down. Once you've done that, you can change the car's colours by holding

the L and R buttons and up or down on the D-pad, then pressing any of the C buttons.

View Strip Mine

If you don't want to cheat, but still want a sneak preview, you can see a tour of the Strip Mine track during the credits by going to the credits icon in the options menu and pressing Left, C Down, Right, Down and Z.

Play as the Milk Truck

To drive the milk truck press DOWN, A, RIGHT, Z, RIGHT, UP, DOWN C at the menu screens before the race.

Strip Mine Course

Finish season six in first place in all races.

TUROC

Full cheats list!

Enter the following in the cheat menu provided in the game

Gives everything in the game!

NTHGTHDGD CRTDTRK
Weapons, invincibility, level warps, infinite ammo, big heads, the lot!

Show Enemies

NSTHMNDNT
When you call up the map, enemies are shown by red arrows.

Quack Mode

CLLHTNMTN
A parody of Quake with bad animation and grotty textures.

View Ending

Enter the above code, turn on the invincibility option (always handy to have) and warp to the Campaigner. Sort him out and the ending is yours for the watching, for as long as it lasts (not very long).

Vivid Colours

LLTHCLRSFTHRNB
Changes the colour palette and makes it far more outta-sight!

ZDNCHN	Dana mode, gives you tiny enemies.
DLKTDR	Pen and Ink mode, turns everything into sketches.
SNFFRR	Disco mode – you figure it out!
THBST	Gallery mode – lets you view all the characters.
CMGTSMGGS	All weapons.
BLTSSRRFRND	Infinite ammo
FRTHSTHTRLSCK	Unlimited lives.
THSSLKSCL	Spirit mode all the time.
GRGCHN	Greg mode – loads of weird stuff!
FDTHMGS	Credits.
RBNSMTH	Robin mode, infinite everything, invincibility.

WETRIX

Alternate Floors

Complete the eight single-player practice rounds, then go to the options screen and select the 'Floor' option to toggle a new background colour and floor pattern.

TETRISPHERE

Go to the 'new name' option, and press L, C Right and C Down to bring up some weird characters. Then enter the following names for extra spherical action!

<Saturn> <Spaceship>
<Rocket> <Heart> <Skull>
characters.
You will now find a level select when you open a previously saved game.

Lines Game

Enter the name LINES to play the Lines game. You have to drag the blocks into rows and columns, rather than stacking them, to make them disappear.

New Music

Enter G<Alien Head>MEBOY to get some Game Boy-style new tunes to play along to.

Access All Levels

To play the level of your choosing without having to spin through the whole game, enter the

View Credits

Work yourself into a fever pitch of excitement entering the name CREDITS to, shockingly, view the credits! Okay, maybe it's not that exciting.

WORLD CUP '98

Change Scoring Sounds

Use this cheat for some amusing noises: tap A, B, C Left, or C Down after scoring for different game sounds.



WAVE RACE 64

Different

Coloured Jetskis

On the jetski selection screen, press Up on the analogue stick to change the colour and A to select it.

using the following moves:

Handstand Backwards, Ride Standing, Somersault, Sideways Roll (in both directions), Single Flip, Dive. If you do all these in the correct order, the dolphin will squeak. Now go to the Championship mode, normal and warm up, and press Down on the analogue stick and press A to get the dolphin.

Ride the Dolphin

In the Stunt Mode, choose to visit Dolphin Park and ride the rings



WCW VS NWO

Play As Dallas Page

Choose WCW in the League Challenge and play through till you reach Dallas Page. Once you've successfully defeated him he will be available on the select screen.

Play As Glacier

Also in League Challenge mode, if you beat IU you'll then be able to access that frosty wrestler Glacier.

Play As Randy Savage

If the Macho Man is more your cup of tea, beat NWO and you'll be able to play as Randy Savage himself!

Play As Wrath

The character of Wrath can be gained by playing as DOA and beating him in single-player mode. Then he'll be yours to wreak havoc with. A new game mode entitled 'Whole World Wrestling' will be available once you've successfully completed the other modes. Within this mode, you'll eventually meet two bosses, one for the Heavyweight category and one for the Cruiserweight category. Once you've beaten them, they'll be available as selectable characters. The characters are as follows:

WWW Super Cruiser	– Black Widow
WWW Super Heavy	– Joe Bruiser

WWF WARZONE

Play As Trainer

This has to be one of the easiest cheats ever! Simply enter the training room and select any move. You'll see a message informing you that the trainer is now accessible as a playable character.

Alternate Outfits

Hold down all four buttons on the C pad and press A whilst on the character select screen to change any wrestler's colour.

Burp and Fart Mode

Use Mosh or Thrasher to beat WWF Challenge on any difficulty to get Burp and Fart Mode. In this mode, every time you're hit you'll relieve trapped wind!

Ego Mode

Use Ahmed Johnson to beat WWF Challenge on Medium or Hard difficulty and you'll be able to access Ego Mode.

Extra Goldust Costumes

Use Goldust to beat WWF Challenge on Medium or Hard difficulty and he'll get a new wardrobe.

Extra Stone Cold Costumes

Use Stone Cold Steve Austin to beat WWF Challenge on Medium or Hard difficulty and he'll get a new wardrobe.

Ladies Night Mode

Use Triple H or Shawn Michaels to beat WWF Challenge on Medium or Hard difficulty and you'll be able

to access female bodies with the wrestler creation facility.

No Wimps Mode

Use Faarooq or Ken Shamrock to beat WWF Challenge on Medium or Hard difficulty and you'll be able to disable blocking.

Rattlesnake

Use a created wrestler that has 40 of the possible 50 points to beat WWF Challenge on Medium or Hard difficulty and you'll get access to a secret Stone Cold.

Access Dude Love and Cactus Jack

Use Mankind to beat WWF Challenge on Medium or Hard difficulty and find hidden characters Cactus Jack and Dude Love

Reflections

Use any wrestler on any mode to beat WWF Challenge on Medium or Hard difficulty and you'll be able to turn the wrestlers' shadows into colour reflections.

Big Head Mode

Use British Bulldog or The Rock to beat WWF Challenge on any difficulty to give your wrestlers bigger heads than they already have!

All Meters Off

Use Undertaker to beat the WWF Challenge on Medium or Hard difficulty to access All Meters Off mode.

Play as Pamela feature:

Use Sue to beat the WWF

WAYNE GRETZKY'S 3D HOCKEY

Hot new teams

Select Set-up right from the main menu and in the options screen, hold down the Left shoulder button and press the following Yellow buttons: Right, Left, Left, Right, Left, Left, Right, Left and Left. A 16 digit code will appear and four new teams will now be available.

Alter player sizes

In the options screen, press and hold the Yellow top button and press the Right shoulder button

to display a 16 digit code.

Change the digits using the Yellow buttons and you will alter the legs, bodies and heads of all subsequent players.

Invisible Players

Pause the game during the face off and select the Replay mode. Use the Left shoulder button to choose a team member, and then press the Right Shoulder button to select an opponent. When flashing, press Z and they will turn invisible.

WAYNE GRETZKY'S 3D HOCKEY '98

The 1998 respray of Gretzky has a few cheats tucked away.

Old Teams

To play with some older teams, hold down L on the Options screen and (without releasing L) enter the following code: C Right, C Left, C Left, C Right, C Left, C Left, C Right, C Left, C Left.

Debug Mode

Teach yourself programming! Or not. You can play with the appearance of the hockey players using a 16-bit register. Modify the first six bits of the register by using the following button combinations.

C Down + R – alters bits 1 and 2
C Left + R – alters bits 3 and 4
C Up + R – alters bits 5 and 6

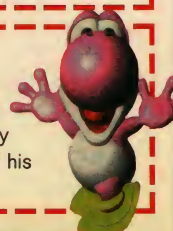
Register Effect

100000	Gives you wide players.
010000	Gives you wide players with big heads.
110000	Gives you wide players with small heads.
001000	Gives you small players.
000100	Gives you tall players.
000010	Gives you small players.
000001	Gives you thin players.
110110	Gives you tall players with small heads.
010010	Gives you small players with large heads.
010101	Gives you tall players with large heads.
010001	Gives you thin players with large heads.

YOSHI'S STORY

Instant Death

Press and hold the Z, A,B and L buttons together at any time and your Yoshi will retire regardless of the state of his health at that time.



Challenge on Medium or Hard difficulty and Pamela will become available as a custom wrestler.

Play As Sue

Use Owen or Bret Hart to beat the WWF Challenge on Medium or Hard difficulty and you'll be able to access the female character, Sue.

Fight In Wrestlemania Ring

Complete the game in Season mode to access a Wrestlemania-style ring.

Extra Clothes

Use Kane to beat the WWF Challenge on Medium or Hard difficulty to give you more clothes to choose from in the wrestler creation mode.

Call For Help

For each move hold Z, R, and L plus the following buttons for each wrestler.

Undertaker	Right & Block
Thrasher	Down & Tie Up
Hunter	Right & Tie Up
Mosh	Down & Kick
Ahmed	Up & Block
Owen Hart	Left & Block
Austin	Up & Kick
Farooq	Up & Punch
Bret Hart	Left & Tie Up
Kane	Down & Punch
Shamrock	Down & Kick
British Bulldog	Left & Kick
Shawn Michaels	Left & Block
Rocky	Right & Kick
Mankind	Up & Tie Up
Goldust	Right & Punch

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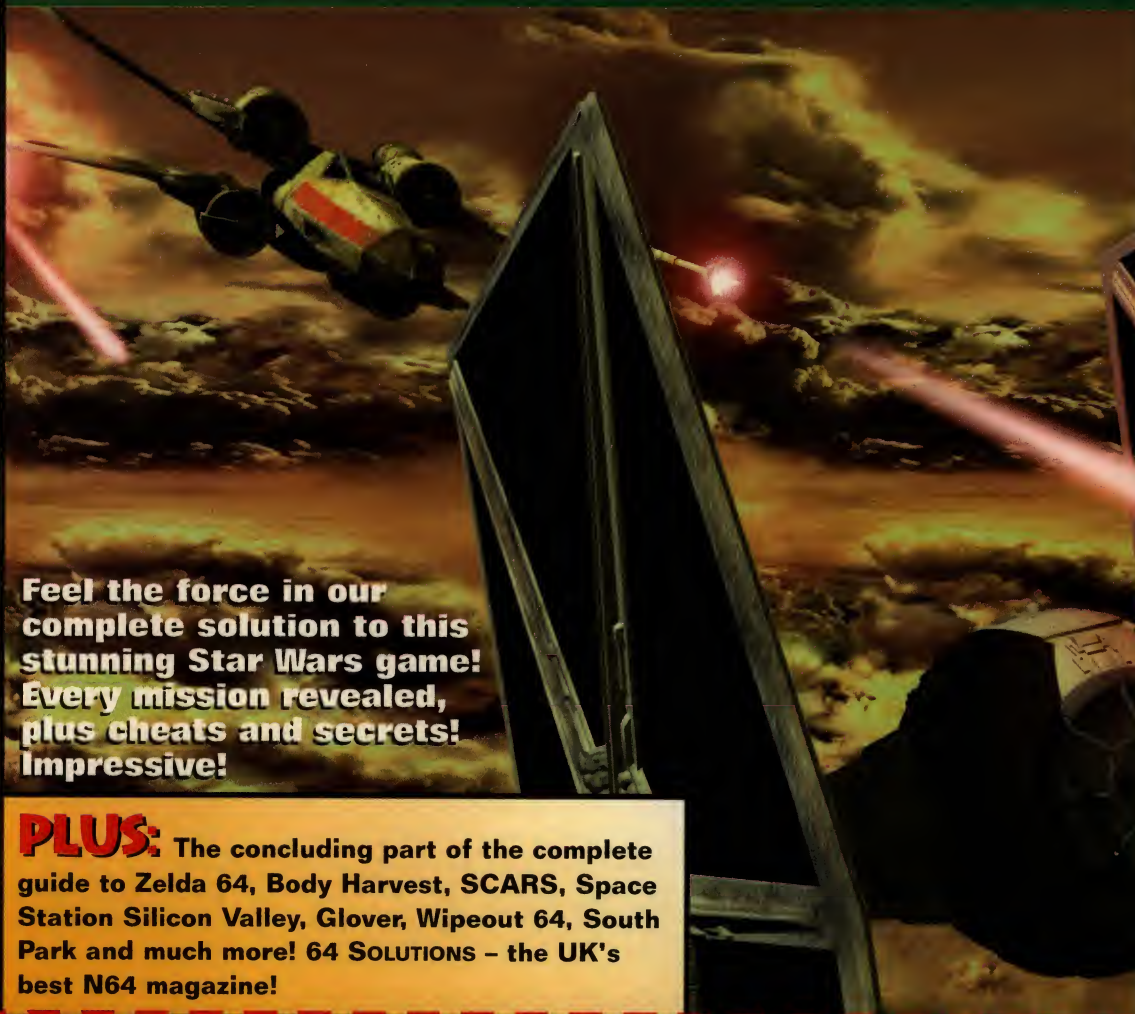
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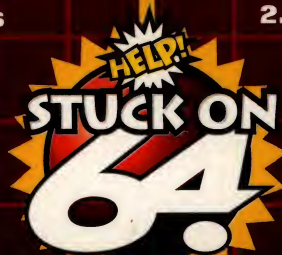
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